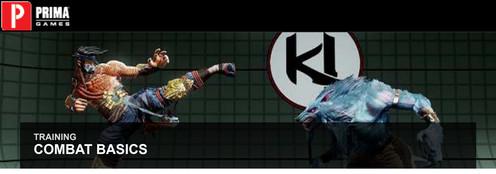


TRAINING
COMBAT BASICS

MOVEMENT

Hold or tap the Forward or Backward direction to walk forward or backward. You can perform a quick forward or backward dash by quickly tapping Forward, Forward or Backward, Backward. Tap the Up direction to jump straight up, and Up + Forward or Up + Backward to jump forward or backward. All back dashes have invincible frames on startup. Holding the Down direction will cause you to crouch and stay in a crouching state until Down is released. Quickly tapping then releasing the Down direction will cause you to quickly crouch and then stand back up.

ATTACKING

There are six attack buttons (three punch attacks and three kick attacks). These attacks are Light, Medium, and Heavy Punch and Kick attacks. Light attacks are the fastest attack options but generally have short range and inflict minimal damage. Medium attacks have slightly more range and inflict more damage but are a little slower. Heavy attacks generally have the longest range and do the most damage but are slower than both Light and Medium attacks.

BLOCKING

Holding the Backward direction will block all high, mid, and overhead attacks. Holding the Down + Backward direction will block all low and mid attacks as well as crouch under high attacks.

THROWS

Light Punch + Light Kick at close range will throw your opponent. This is a universal throw, and it is possible to tech the throw by tapping Light Punch + Light Kick as the opponent grabs you. You can control the direction you throw your opponent by using Light Punch + Light Kick to throw your opponent forward or Backward + Light Punch + Light Kick to throw your opponent backward.

HIT LEVELS

Killer Instinct has four hit levels: high—the attack will only connect on a standing opponent; mid—the attack cannot be crouched under but can be blocked from the crouching or standing position; overhead—the attack will hit a crouched blocking opponent and must be blocked standing; and low—the attack will hit all standing opponents and must be guarded from crouch block.

NORMALS

Normal attacks, or “normals” for short, are a character’s basic punch and kick attacks. Crouching normals are basic punch and kick attacks that can only be done while crouching. Close normals are basic punch and kick attacks that can only be done when standing very close to your opponent.

COMMAND ATTACKS

Command attacks are unique attacks that require a directional input and a button to execute.

JUMPING ATTACKS

Jumping attacks are attacks that are executed while you are airborne. Jumping attacks hit overhead, so they must be blocked standing.

SPECIAL ATTACKS

Special attacks are powerful moves with unique properties that require a more complex input than standard moves.

INVULNERABILITY

Invulnerability refers to special properties that make you completely invincible or invincible only to a specific type of attack. There are several forms of invulnerability, such as strike invulnerability, projectile invulnerability, throw invulnerability, etc.

REVERSAL ATTACKS

Reversal attacks are Special attacks you execute the first moment you can act after blocking attacks, getting hit, being knocked down, or hit out of the air. Reversal attacks don’t add any additional special properties to the attack but do ensure optimal timing. You don’t need perfect timing in order to perform a Reversal attack; you can input the move slightly early and still get the Reversal timing.

WAKE UP

After being knocked down, you can press any attack button or any direction input except Down to tech, causing the character to get up quickly. Certain knockdowns, known as hard knockdowns, will not allow the opponent to tech, forcing him or her to get up slower, which grants you better pressure and mix-up options. All sweeps, throws, and maxed-out KV Meter knockdowns cause a hard knockdown. It is also possible to get up using a Reversal attack.

ARMOR

Armor refers to a special property of an attack by which the attack can sustain 1 hit before the move gets interrupted. While executing a move with 1 hit of Armor, if the character sustains 2 hits, the move stops.

LIMB PRIORITY

Limb Priority is a crush system in which one strength of attack will beat out another. Medium attacks will beat out Light attacks and Heavy attacks will beat out Medium attacks.

SHADOW METER

The meter found in the lower left- and right-hand corners of the screen is the Shadow Meter. You can hold a maximum of two bars of Shadow Meter at once. This meter is built anytime you hit your opponent, take damage, or your opponent blocks your attacks.

SHADOW ATTACKS

Shadow Attacks are powerful versions of special moves that require at least one bar of Shadow Meter. All Shadow Attacks are 5 hits and can be done as stand-alone attacks as well as within combos. Shadow attacks can act Openers, Linkers, or Enders, depending on which Shadow attack is used. Shadow attacks do not add to your KV Meter, allowing you to use them in combos at any point without having to worry about going over the KV Meter threshold.

SHADOW COUNTERS

After blocking an attack, pressing Medium Punch + Medium Kick will activate a Shadow Counter. This gives you the ability to counter your opponent’s next attack and granting you a Shadow attack as an Opener, which allows you to start a combo.

INSTINCT METER

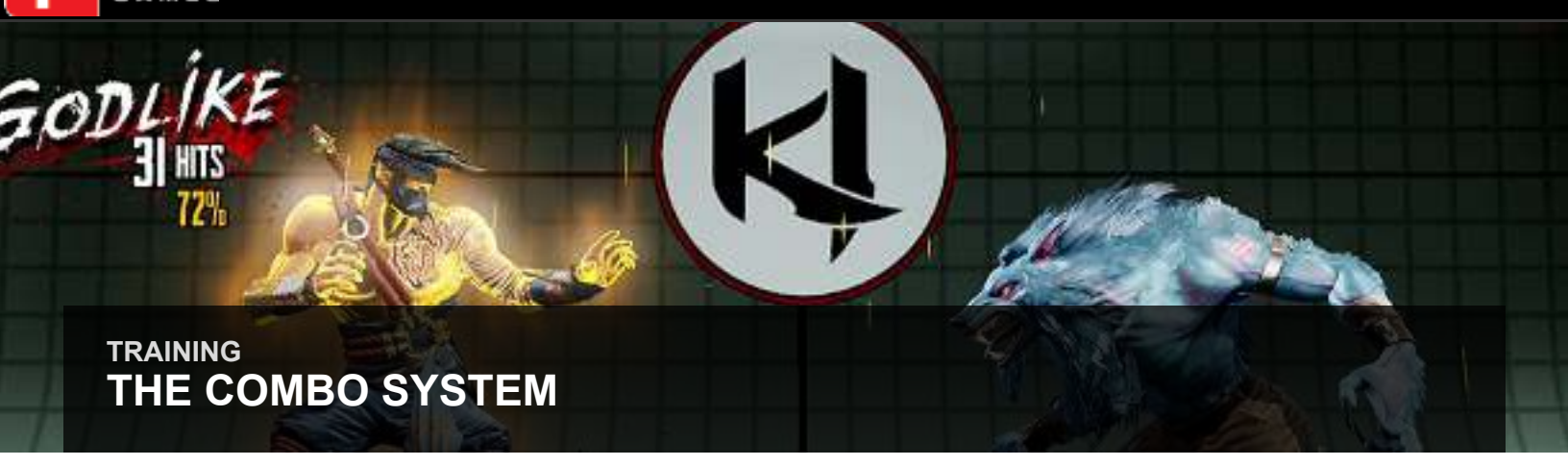
The meter just below your character’s life bar is known as the Instinct Meter. You gain Instinct Meter every time you take damage or combo break.

INSTINCT MODE

Once your Instinct Meter is filled, you then gain access to Instinct Mode. Instinct Mode provides abilities unique to each character as long as Instinct Mode is active. Instinct Mode is activated by pressing Heavy Punch + Heavy Kick. While active, Instinct Mode also affects the KV Meter. When a player performs a combo while in Instinct Mode, that player’s KV Meter will build much slower, allowing for bigger and more damaging combo possibilities.

INSTINCT CANCEL

You can Instinct cancel any recovery of every move. You can Instinct cancel out of normal attacks, in the middle combo before continuing the combo, out of Enders and Ultras, etc. Some characters can Instinct cancel after a Combo Breaker, which will allow them to juggle the opponent. Instinct canceling mid combo also resets the KV Meter and acts as a new combo starter, even though it’s all still part of the same combo. This allows you to Instinct cancel mid combo and go into an Opener that will be unbreakable.



TRAINING

THE COMBO SYSTEM

Killer Instinct combos consist of an Opener followed by an Auto Double or manual double, extended by a Linker, followed by another Auto Double or manual cancel, and then finished off with an Ender (see character flowcharts for possible variations). Combos can be extended even longer than this, inflicting even more damage.

POTENTIAL DAMAGE AND INSTANT DAMAGE

Anytime you begin a combo, you will notice a portion of your opponent's life bar start to flash white. This represents the Potential Damage of a combo. The remainder of the damage is guaranteed and reduces the main health bar immediately; this portion is known as Instant Damage. To cash in Potential Damage, you need to end the combo with an Ender. This represents the total damage you have the potential to inflict, but the full damage is not guaranteed until you end the combo with an Ender. If your opponent breaks the combo or if you drop the combo for any reason (i.e., attempting a Counter Breaker at the wrong time, attempting a reset, or just flat-out messing up your combo), the only life your opponent is guaranteed to lose is the part of the life bar that is not flashing. The Potential Damage will refill slowly over time; however, if your opponent gets caught with another combo as the Potential Damage is refilling, the Potential Damage stops the refill. Upon ending the current combo with an Ender, you will be awarded the remaining Potential Damage from the previous combo, as well as the damage from the current combo.

KNOCKDOWN VALUE METER

The Knockdown Value Meter, or KV Meter for short, is the meter that pops up anytime a combo begins. This meter governs just how far you can extend the combo before your opponent gets knocked down from being hit too many times before the combo ends. The attacks you use in the combo determine just how quickly or slowly the KV Meter builds. Light attacks are harder for the opponent to combo break, but they fill the KV Meter very fast, which doesn't give you a very damaging combo. Medium attacks fill the KV Meter quickly as well, though not as quickly as Light attacks. Medium attacks also inflict more damage than Light attacks, but they are easier to combo break because they come out slower and are easier for your opponent to see. Heavy attacks build the KV Meter slower than any other attack, granting you the most damage potential. But because these attacks come out slower than both Light and Medium attacks, your opponent has the most time to see which attacks are being used in order to execute a Combo Breaker.

COMBO OPENERS

Openers are completely unbreakable and come in two forms: manual Opener or Special attacks designated as Openers. A manual Opener is a normal attack (grounded or jump in) that allows you to go right into an Auto Double or Ender. An Opener Special attack is a designated Special Move that allows you to go into an Auto Double/manual cancel or into an Ender.

AUTO DOUBLE

Video is restricted

After landing an Opener, following up with any attack button will execute an additional 2 hits known as an Auto Double. The strength of the attack used (Light/Medium/Heavy) determines the speed and damage of the Auto Double, as well as the amount of the KV Meter that gets built up.

MANUAL CANCEL

Video is restricted

Manuals are an advanced way to make combos harder to break. Manuals can replace Auto Doubles in combos. To perform a manual, you need to precisely time a normal attack after an Opener, Linker, or Shadow Linker. This cancels the last 5 recovery frames of the Opener or the Linker, giving you 5 additional frames on top of the frame advantage on hit to get a manual in.

COMBO LINKERS

Linkers follow the Auto Double or manual cancel and allow you to extend the combo. Killer Instinct combos are basically multiple combos linked together to form one big combo. The Linker links everything together. Each character has Special attacks that are designated Linkers. Light Linkers are performed by executing the input for the attack + Light Punch/Kick, Medium Linkers are performed by executing the input for the attack + Medium Punch/Kick, and Heavy Linkers are performed by executing the input for the attack + holding Light or Medium Punch/Kick.

COMBO ENDERS

Enders do just that: end your combo, allowing you to inflict all of your guaranteed damage to your opponent. Different Enders have different uses (i.e., damage, meter building, launcher, wall splat). The more Potential Damage your combo does, the higher level the Ender will be and the larger the result of its use will be. Potential Damage of 0–9 results in a level 1, 10–19 in a level 2, 20–29 in a level 3, and 30+ in a level 4 Ender.

WALL SPLATS

A wall splat occurs only in corners and only after a specific Ender. Using a specific Heavy Punch/Kick Ender will cause a wall splat on a cornered opponent. This Ender will give you all of your Potential Damage from the combo that just ended and one free Opener, The wall splat, however, will not reset the KV Meter.

ULTRA COMBO

In Killer Instinct, the Ultra Combo is the ULTIMATE coup de grâce. It is one of the most legendary ways to finish off your opponent. The Ultra Combo is a ridiculously large combo that you can activate only when your opponent is down to the last 15% of his or her second life bar, also known as "Danger." An Ultra Combo ends the match once it's activated and cannot be broken, no matter how much you add to the hits of the combo. You can end the Ultra Combo early by pressing Medium Punch + Medium Kick at any point during the Ultra Combo.

TRAINING

COMBO FLOWCHART

TRAINING

COMBO BREAKER SYSTEM

A Combo Breaker allows your opponent to attempt to break out of combos. If you think your opponent will attempt a Combo Breaker, you can either mix-up your combo or execute a Counter Breaker, which will counter your opponent's Combo Breaker attempt and allow you to continue your combo. After a failed Combo Breaker attempt, your opponent will be put into a lockout state in which he or she cannot attempt another Combo Breaker for an extended period of time.

COMBO BREAKER

Video is restricted

When you are caught in a combo, you have the ability to guess how your opponent will continue the combo and attempt a Combo Breaker. To perform a Combo Breaker, you must guess the strength of the attack (manual, Auto Double, or Linker). Light Punch + Light Kick will break all Light attacks, Medium Punch + Medium Kick will break all Medium attacks, and Heavy Punch + Heavy Kick will break all Heavy attacks. A successful Combo Breaker not only allows you to escape the combo, but it also causes the Potential Damage to refill instantly.

LOCKOUT

Should you attempt a Combo Breaker that is unsuccessful, a red or yellow "X" will appear over your head; this is called a lockout. A lockout means the player who attempted the Combo Breaker guessed wrong and is now locked out from being able to attempt another Combo Breaker for 3 seconds. This allows the player to continue his or her combo without the threat of getting the combo broken during the lockout period. Attempting a Combo Breaker by guessing the wrong strength of the attack results in a red "X" lockout; guessing the correct strength of attack but doing so after the window to break the attack has passed will result in a yellow "X" lockout. The purpose of the color of the "X" is to show why a player is locked out. This allows that player to know if he or she is locked out because he or she is not breaking the correct strength of the attack, or if that player is breaking the correct strength of the attack but mistiming the Combo Breaker.

COUNTER BREAKER

Video is restricted

If you believe your opponent will attempt a Combo Breaker, pressing Medium Punch + Medium Kick at the point you believe your opponent will attempt to break will activate a Counter Breaker. A Counter Breaker will parry your opponent's Combo Breaker, automatically go into an Opener, and reset the KV Meter, allowing for a larger-than-usual combo that inflicts more damage. After your successful Counter Breaker, your opponent also receives a lockout in the form of a red "X" and a longer lockout of 4 seconds instead of 3 seconds. If your Counter Breaker is unsuccessful, your combo stops and your Counter Breaker leaves you open for your opponent to start a combo of his or her own. An unsuccessful Counter Breaker also causes the Potential Damage to begin to refill.

COMBO BREAKING A MANUAL CANCEL

Video is restricted

A manual cancel is much harder to break then an Auto Double. You can combo break manuals just like Auto Doubles: hit both buttons of the same strength of the attack. You can break a manual, however, only during the manual's short Hitstop, which is a freeze-frame when the attack connects.

COMBO BREAKING LINKERS

Video is restricted

To break a Linker, you must execute the Combo Breaker that corresponds to the strength of the command of the Linker. Light Punch + Light Kick will break a Light Linker, Medium Punch + Medium Kick will break a Medium Linker, and Heavy Punch + Heavy Kick will break a Heavy Linker, even though Heavy Linkers are not executed with Heavy attacks.

COMBO BREAKING SHADOW ATTACKS

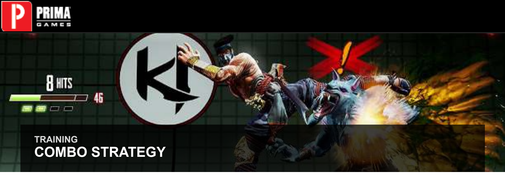
Video is restricted

To perform a Combo Breaker while being hit by a Shadow attack, you must perform a Combo Breaker of any strength on 3 of the 5 hits of the Shadow attack. Each time you correctly time a Combo Breaker on a Shadow attack hit, a voice-prompt will count the number of correctly timed Combo Breakers. A failed Combo Breaker on a Shadow attack results in a red "X" lockout, even if you correctly time 2 of the 3 Combo Breakers needed but mistime the third. As long as you do not mistime your Combo Breaker, however, you will not be locked out. This allows you to time a Combo Breaker on 2 hits of the Shadow attack, but not a third, in an attempt to bait a Counter Breaker without being locked out should your opponent continue the combo instead of activating his or her Counter Breaker. If a Shadow attack is used as an Opener to start a combo, you cannot combo break the Shadow attack. Shadow attacks also do not use up any KV Meter in the combo, allowing for bigger combos that will inflict even more damage.

COMBO BREAKING ENDERS

Video is restricted

Enders are unbreakable unless they are done right after an Opener. After a successful Opener, if you attempt to go right into an Ender, your opponent will now be able to break the otherwise unbreakable Ender.



TRAINING

COMBO STRATEGY

USING SHADOW ATTACKS NEAR A KV MAX OUT

Video is restricted

Shadow attacks are able to extend combos despite high KV because they do not add to the KV Meter. This gives you the ability to extend the combo at a high point in the KV Meter where other attacks would cause the KV to max out.

HUNTING LOCKOUTS

Video is restricted

Locking your opponent out allows you to extend the combo without the immediate threat of a Combo Breaker. Using manuals, mixing up the strength of your Auto Double/Linkers, and using Shadow attacks are good ways to cause your opponent to use the wrong strength of Combo Breaker or mistime his or her Combo Breaker. Another way to cause a lockout is to use a predictable series of attacks in your combo to bait your opponent into a Combo Breaker, allowing you to then counter with a Counter Breaker.

RESETS

Video is restricted

A reset is when you let your opponent out of a combo intentionally, with the goal of starting a new combo through an immediate mix-up. Potential Damage stays flashing as long as you don't get combo broken, so resets allow you to accrue a lot of Potential Damge quickly.

USING A WALL SPLAT ENDER TO SET UP RESETS

Video is restricted

When doing a combo on a cornered opponent, you can use a designated Heavy Ender to cause a wall splat. From there you use the advantage of the wall splat to go into a mix-up. By using a wall splat Ender to set up the reset, you cash in your Potential Damage from the combo, allowing you a reset without the risk of losing the Potential Damage of your previous combo when doing so.

USING INSTINCT CANCEL TO FORM A DOUBLE COMBO

Video is restricted

By canceling into Instinct while you have your opponent in a combo, you cause the KV Meter to reset. This allows you to completely max out the KV Meter and then Instinct cancel to keep the combo going, resetting the KV Meter in the process. Then you can continue the combo and again max out the KV Meter before cashing in your Potential Damage with an Ender. Instinct canceling out of a combo also counts as starting a new combo, even though the combo is actually still ongoing. This allows you to follow up the Instinct cancel by going right into an Opener, which at this point in the combo would normally count as a Linker. But because the Instinct cancel counts as starting a new combo, it becomes an Opener instead of a Linker, thus making it unbreakable.

USING INSTINCT TO CANCEL AN ENDER

Video is restricted

Instinct canceling out of an Ender allows you to cash in your Potential Damage and reset the KV Meter. Instinct canceling out of a combo still counts as starting a new combo, even though you canceled out of an Ender. Instinct canceling out of an Ender at the end of bigger combos allows you to cash in big Potential Damage while resetting the combo and KV Meter as well as giving yourself a guaranteed unbreakable Opener as a follow up.

JAGO
INTRODUCTION

Jago, the monk warrior with the Tiger Spirit, is a very traditional fighting game character with good rushdown, zoning, and even a little bit of grappling. His Endokuken and Wind Kick make him a threat from any range, while his Laser Sword and command normal attacks help him keep the pressure on when up close. He gets small combo opportunities from his regular throws that give him extra versatility as well. Additionally, he has one of the strongest Instincts in the game, making him an extremely well-rounded character.

INSTINCT MODE

Description: With his Instinct Mode active, Jago will regenerate life as he attacks the opponent. Additionally, each attack he does will receive +2 extra frames better recovery than it usually would.

QUICK REFERENCE

Name	Move
COMMAND NORMALS	
DOUBLE ROUNDHOUSE	
NECK CUTTER	
SPECIALS	
WIND KICK	
LASER SWORD	
TIGER FURY	
ENDOKUKEN	
OPENERS	
WIND KICK	
LASER SWORD	
TIGER FURY	
ENDOKUKEN	

Name	Move	Description
LINKERS		
WIND KICK	/ or Hold /	Carry Linker
LASER SWORD	Damage Linker / or Hold /	Damage Linker
SHADOW WIND KICK		Carry Linker
SHADOW LASER SWORD		Damage Linker
ENDERS		
WIND KICK		Carry Ender
LASER SWORD		Launcher Ender
TIGER FURY		Damage Ender
ENDOKUKEN		Battery Ender
SHADOW TIGER FURY	x2	
SHADOW ENDOKUKEN	x2	
ULTRA COMBO		

JAGO

NORMAL ATTACKS

Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Standing	Mid	5	5	2	10	4	0
2	Standing	Mid	10	6	3	19	1	-2
3	Standing	Mid	15	11	3	27	-3	-6
4	Standing	Mid	5	7	4	14	5	2
5	Standing	Mid	10	8	3	20	3	-2
6	Standing	Mid	15	11	5	24	0	-5

Close Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Close Standing	Mid	10	5	3	16	2	-1
2	Close Standing	Mid	15	7	5	21	-1	-4
3	Close Standing	Mid	5	7	4	10	5	2
4	Close Standing	Mid	10	6	4	11	4	1
5	Close Standing	Mid	15	8	4	19	2	-2

Crouching Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching	Mid	5	5	2	8	4	2	
2	Crouching	Mid	12	7	2	18	0	-2	
3	Crouching	Mid	15	10	5	21	-4	-7	
4	Crouching	Low	5	5	2	10	4	1	
5	Crouching	Low	10	7	2	18	3	1	
6	Crouching	Low	18	8	2	22	KD(43)	-9	Sweep, hard knock down

JAGO

COMMAND NORMAL ATTACKS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Neck Cutter ( )	Overhead	15	19	2	27	-2	-6	Long range overhead
2	Double Roundhouse ( )	Mid	10,12	8	4	19	5	3	Two hit, pressure opener

Neck Cutter

Command:

Hit Level: Overhead

Range: Sweep

Description: When performing Neck Cutter, Jago swipes downward with his sword for one of the best overhead attacks in the game. It has tremendous range, and when canceled into Light or Medium Wind Kick, is made safe on block or leads into a combo on hit. It is also useful as a mix-up tool when paired with crouching Medium Kick.

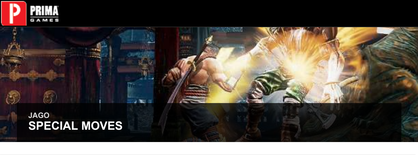
Double Roundhouse

Command:

Hit Level: Mid, Mid

Range: Sweep

Description: This advancing normal is a two-hit attack that can be special canceled on hit or block and can be used in juggles and combos. It is very similar to pressure moves from previous KI games. Impacting at 8 frames, it is relatively quick as well. When using this attack, you will want to cancel it into Laser Sword, Wind Kick, or Shadow Endokuken. Because it is multiple hits and because it is expected that you will cancel it into a special, opponents will try to Shadow Counter, so you have to be aware of how much meter your opponent has available. If he or she has no meter available, then go in hard with this.



JAGO

SPECIAL MOVES

Wind Kick

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Wind Kick	Mid	10	10	6	28	4	-2	1-9 LOW INV, 10-19 goes over toes
2	Medium Wind Kick	Mid	12	11	9	26	3	-3	1-10 LOW INV, 11-23 goes over toes
3	Heavy Wind Kick	Mid	15	14	19	28	1	-5	1-13 LOW INV, 14-36 goes over toes
4	Shadow Wind Kick	Mid	6,6,6,6,18	3,3	20	32	5	1	1-3 INV, 4-26 PROJ,LOW INV

Commands

Opener:

Linker: / or Hold /

Ender:

Shadow Wind Kick:

Hit Level: Mid

Range: Depends on Kick Strength

Description: Jago's Wind Kick is a jumping kick attack used to close distance and start pressure. The light version of the Wind Kick is safe on block, but it has the least amount of range. The heavy version goes the farthest across the screen but is unsafe on block. The move is also low invulnerable until impact, so if you ever feel that your opponent is going low, you can try to crush his or her low attack with a Wind Kick to start a combo. When you use it in conjunction with an Endokuken first, you can lock your opponent down if he or she does not have meter to Shadow Counter.

Shadow Version

In addition to being low invulnerable, Shadow Wind Kick is also projectile invulnerable, so you can use it to close the gap from extremely long distances. Being five hits, this is also Jago's longest Carry Linker, so it is best used to get the opponent into the corner. It can be used as either an Opener or a Linker, but you cannot use the Shadow version as an Ender in a combo to cash in your potential damage.

Linker

As a Linker, Wind Kick is Jago's best option to carry the opponent across the stage during his combo. Getting your opponent to the wall/corner is advantageous, as it gives you extra damage and reset opportunities. When adding manuals to a combo, Light Kick canceled into Medium Wind Kick Linker is fairly easy to loop.

Ender

As an Ender, Wind Kick pushes your opponent far away from you. The higher level Ender, the farther away your opponent will be pushed. This is useful in matches where you prefer to keep your opponent at bay and play more of a zoning game with him or her. If used as an Ender when in the corner, Wind Kick will give you a wall splat.

Laser Sword

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Laser Sword	Mid	14	8	2	23	2	-1	
2	Medium Laser Sword	Mid	18	10	2	26	4	1	
3	Heavy Laser Sword	Mid	15/12	11	3	22	5	2	
4	Shadow Laser Sword	Mid	8,8,8,8,24	3,2	4	19	6	2	1-4 Invincible, 5-9 UPP

Commands

Opener:

Linker: / or Hold /

Ender:

Shadow Laser Sword:

Hit Level: Mid

Range: Close

Description: With Laser Sword, Jago swings his sword in an upward direction. The light and medium versions are only a single hit while the heavy version is two hits. Laser Sword is a great tool for applying pressure to your opponent, but note that it is not meant to be used as an anti-air. All versions are safe on block, making it very useful for close combat; however, only medium and heavy have advantage on block. Since you will have to be near the opponent for this to reach, capitalize on your advantage with a quick poke like standing LP or close-standing LK. From farther away, follow up with standing MP. Because the second hit of the heavy version can be Shadow Countered, one strategy is to condition your opponent with Heavy Laser Swords, then bait out a counter attempt by switching to Light or Medium Laser Sword. If your opponent takes the bait, you can follow up to combo on his or her whiffed counter attempt.

Shadow Version

Shadow Laser Sword is best used as a defensive tool, as it is has upper-body invulnerability. It is also useful for combos in juggle states, as it keeps your opponent close to you and allows for further juggle opportunities.

Linker

When used as a Linker in combos, Laser Sword is what you go for when you need more damage. Laser Sword is Jago's strongest Linker option. If going for a manual after using this Linker, you have a total of 6 frames for Light, 8 for Medium, 9 for Heavy, and 16 for Shadow.

Ender

Laser Sword as an Ender is Jago's Launcher Ender. It launches the opponent vertically so you can follow up with additional juggle hits easily. An easy option would be to do Double Roundhouse and cancel it into another Laser Sword or Tiger Fury. The higher level the Ender, the higher Laser Sword will launch.

Tiger Fury

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Tiger Fury	Mid	18	3	8	38	KD	-27	1-2 INV, 3-7 UPP, 3-15 THR, 6-34 in air
2	Medium Tiger Fury	Mid	22	3	8	45	KD	-34	1-3 INV, 4-7 UPP, 4-15 THR, 6-34 in air
3	Heavy Tiger Fury	Mid	26	3	8	54	KD	-43	1-4 INV, 5-7 UPP, 5-15 THR, 6-34 in air
4	Shadow Tiger Fury	Mid	10,10,10,10,30	3,0	4	46	NA	-42	1-6 INV, 6-9 UPP, 6-43 in air

Commands

Opener:

Ender:

Shadow Tiger Fury:

Hit Level: Mid

Range: Close

Description: Tiger Fury is Jago's classic uppercut attack. If you are looking for an anti-air solution, then this is your best bet. It is invincible on startup, making it a useful tool to keep opponents from pressuring you after a knockdown. Note that heavier versions have slightly more invincibility; however, they are far more vulnerable if blocked. If you anticipate your opponent is going to do a meaty attack to pressure you as you get up off the ground, Tiger Fury is your answer. If your opponent blocks or backs away from your Tiger Fury attempt, then Jago is wide open to eat a full combo. On hit as an anti-air, Light Tiger Fury can also lead to small juggle opportunities with a Heavy Tiger Fury, if you caught your opponent high enough. Utilizing Shadow Meter and Instinct canceling, you can turn one of these anti-air hits into a good chunk of damage.

Shadow Version

Shadow Tiger Fury is a multi-hitting variation of Tiger Fury. It is invincible on startup and can also be used as an Ender.

Ender

Tiger Fury is Jago's damage Ender. If you have enough meter and just need to get in as much damage as possible from your combos, then this is what you want to use. The higher level the Ender, the more additional damage you get. Instinct cancelling and Shadow Meter can add on a good chunk of extra damage here, especially in the corner. Note that you cannot use Tiger Fury as a Linker. Regardless of what attack strength you choose (Shadow version included), if you use Tiger Fury in the middle of a combo, it will become an Ender.

Endokuken

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Endokuken	Mid	16	15	NA	31	2	-8	Can Manual Cancel
2	Medium Endokuken	Mid	16	15	NA	31	2	-6	Can Manual Cancel
3	Heavy Endokuken	Mid	16	15	NA	31	2	-6	Can Manual Cancel
4	Shadow Endokuken	Mid	8,8,8,8,8	6,1	NA	30	NA	-4	1-5 INV

Commands

Opener:

Ender:

Shadow Endokuken:

Hit Level: Mid

Range: Full Screen

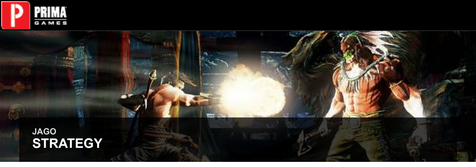
Description: The Endokuken is Jago's projectile in which he hurls a ball of energy toward his opponent. The varying attack strengths change the speed of the projectile but not the damage. You want to use this as a zoning tool to control the space and angle from which your opponent can approach you. On hit, if close enough, you can follow up with a close standing Medium Punch, leading to a full combo by utilizing a manual cancel. From a distance, it is best quickly followed up by a Wind Kick to start a combo in case the projectile hits. Up close, it is unsafe and can be full punished; however, if you opponent blocks an Endokuken, it will build you a lot of Shadow Meter.

Shadow Version

The Shadow Endokuken is much safer on block (though still negative) and does more hits. It can be useful for applying pressure to your opponent when you have him or her trapped in a corner. Since Special Moves can be canceled into Shadow Moves, you can use Tiger Fury canceled into Shadow Endokuken for pressure. If the Tiger Fury hits, then the Shadow Endokuken will whiff. If the Tiger Fury doesn't hit, however, the Shadow Endokuken still comes out to prevent you from getting punished by a full combo. You want to use Shadow Endokuken instead of, say, Shadow Laser Sword here because on blocked Tiger Fury, the Shadow Endokuken will be much harder to Shadow counter.

Ender

Endokuken is Jago's Battery Ender, which means it will build Shadow Meter when used as an Ender. How much meter it builds depends on what level of an Ender your combo achieved. If you're going against a projectile heavy character, then having extra Shadow Meter will keep your Shadow Wind Kick loaded. If your play style is more rushdown, then more Shadow Meter means more Shadow Endokuken pressure as well.



JAGO
STRATEGY

GENERAL OVERVIEW

Jago is a well-balanced character in that you can approach him with a variety of play styles. In the combat triangle of rushdown, zoner, and grappler, Jago actually tries to fit into the center of the triangle, as he has qualities of each side. If you want to turtle it out and zone your opponent, then Endokuken and Wind Kick will serve you well. If you want to rush in and pressure your opponent, then his command normals, Laser Sword, Light Wind Kick, and Shadow Endokuken become your best friends. If you like to throw your opponent, then Jago is also capable of this, as he gets juggles from his throws as long as he has Shadow Meter.

NOTABLE NORMALS

Jago's standing Heavy Punch and standing Medium Punch are great ranged normals. Both have longer reach than you would imagine and are useful to combo into a Wind Kick. Mixing standing Heavy Punch with Neck Cutter is very useful as a footsie tool in protecting the ground in front of you. For anti-air purposes, crouching Heavy Punch is the ideal choice. For crossup attempts, Jago should use jumping Medium Kick or jumping Heavy Punch. Additionally all of Jago's Light Kick variations are all positive on hit and block and useful for pressure.

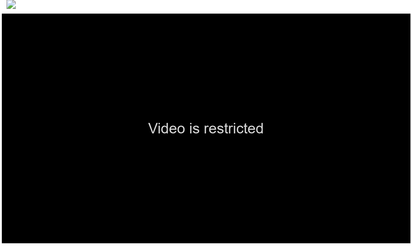
ZONING WITH JAGO

When zoning with Jago, your primary attack is going to be your Endokuken. As you use it to control the space and direction from which your opponent can approach, you will build meter whenever you get it blocked. If against a zoning character, having meter means you will be able to Shadow Wind Kick on reaction to beat out that character's projectiles. Additionally, while zoning, if you see your opponent whiff anything from a distance, then Heavy Wind Kick will bring you right in to start your combo. Use the Wind Kick Ender to knock your opponent away after the combo so you can continue to zone. If your opponent jumps in at you to avoid your Endokuken, you can use crouching HP or Tiger Fury to anti-air them. If you have meter available, you may want to use it to get additional damage from your opponent's jump in attempt and get a small juggle off these options. From a crouching HP anti-air you can combo Wind Kick into Shadow Endokuken to Tiger Fury for decent unbreakable damage as well. Standing Heavy Punch to Wind Kick is also a good option for zoning with a normal. Being the heaviest-weighted normal, your Heavy Punch will beat your opponent's light and medium attacks on trade and the Wind Kick will start your combo.

RUSHING DOWN WITH JAGO

If playing a rushdown style with Jago, you'll have to use a wider array of his move set and utilize his fast dash. His Neck Cutter command normal is an overhead with great range that can be canceled into a Light Wind Kick for safe pressure on block. His Double Roundhouse advances forward and is also useful for pressure, as it is positive on block. The way normal attacks are weighted (Limb Priority), these command normals both being heavy attacks will out-prioritize weaker normals, increasing their effectiveness.

To get in on your opponent, an Endokuken followed quickly by a Light or Medium Wind Kick is your best bet. If you land a combo on your opponent, be sure to end with anything except Wind Kick, as it will push your opponent away from you. Once in your opponent's face, you can set up throws by poking with close standing Light Kick and standing jab, as they are both positive on block. From a little farther out, you'll want to look for crouching Medium Kick or standing Medium Punch canceled into Light Wind Kick to start your combos. With a little conditioning of your opponent by multiple Neck Cutters, you'll have him or her eating your crouching Medium Kick and vice versa.



Laser Sword is also effective up close because you have a choice of doing just one hit with light/medium or two hits with heavy. While this may seem insignificant, it will give your opponent pause when you do the one-hit variations, allowing you to follow up with additional pressure. The Heavy Laser Sword is +2 on block, making standing Medium Punch a frame trap if the opponent tries to retaliate. Looping Double Roundhouse canceled into Laser Sword variations will force your opponent into going low to beat the Double Roundhouse. To beat this, instead of looping back to Double Roundhouse just use a Wind Kick to crush your opponent's low attempts. Keeping your opponent suppressed with overwhelming offense is your goal here. There is only so much pressure one can withstand before cracking, so keep it on and eventually you'll find an opening.

Caution

Be aware of Shadow Counters when playing a rushdown game. In situations where you are canceling normals into specials or just doing specials such as the Heavy Laser Sword, Shadow Counters will be very effective at stopping you. Shadow Counters do require 1 bar of Shadow Meter to execute, though, so as long as your opponent does not have any meter, you're free to run buckwild!

USING INVULNERABILITY

When it comes to invulnerability, Jago has an option for everything as long as he has Shadow Meter. To beat lows, use regular Wind Kick; to beat throws and lows, use Shadow Wind Kick. If the opponent is using standing jab pressure, you can use Shadow Laser Sword for its upper-body strike invulnerability. And of course, in any situation you feel pressured, whether it be on wakeup or just by constant block strings, Tiger Fury is your answer. Because Tiger Fury has complete invincibility, the only options for your opponent are to block it or trade with it.

USING HARD KNOCKDOWNS

After a hard knockdown, pay attention to the time required for your opponent to get up off the ground. This is particularly useful after sweeps or throws. Moving slightly forward or backward and mixing up your jump timing can lead to cross-up or fake cross-up situations when using jump in Medium Kick or jump in Heavy Punch. Certain characters can wake up with invincibility, so be aware of this. Alternatively, you could go for a ground-based mixup with crouching Medium Kick or Neck Cutter and lead in to full combo. Don't forget to mix in doing nothing and just blocking as well. This will prevent your opponent from countering your wakeup options with invincibility. With this base established, your opponent will begin to block more, at which point you can try to walk up and throw your opponent to reset the situation.

USING INSTINCT

Jago's Instinct is very strong, as it allows him to regenerate health while attacking the opponent and by making his rushdown game more effective. His Instinct allows Jago to recover +2 additional frames faster than he normally would. So, for each attack the opponent blocks, Jago will be free to attack again 2 frames faster than normal. For each attack that hits the opponent, Jago has 2 additional frames to follow up with an additional attack. Dig into the provided frame data and look for places where those 2 frames matter! If a move has a 4-frame startup and another move usually has a block advantage of +2, that first move is now uninterruptible after the second on block! This becomes even more useful during combos, as it will be easier to do manuals, and you may be able to fit in heavier hits that were 2 frames too slow before!

One important thing to remember is you will generally get a full bar of Instinct before completely losing your first life bar. This means that you should be using Jago's Instinct once per each life bar. Jago's Instinct lasts 15 seconds, so this is a long time to make up your health. If you are low on your first or second life bar and start a combo, Instinct cancel so that your combo helps you regenerate health! This life management/preservation could determine the outcome of the match.

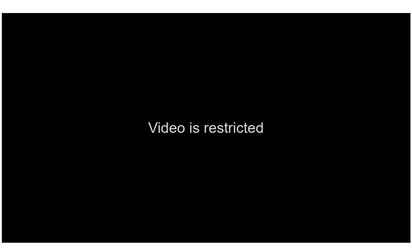
Instinct Stats

- Jago in Attack Sequence (whiffing jabs/walking forward) = Regain 0.016% health per frame
- Opponent in Reaction (blocking/getting hit) = Regain 0.032% health per frame
- Maximum Theoretical Health Regain = 28.8%

BAITING COMBO-BREAKERS WITH JUGGLES

From Jago's Laser Sword Ender or throw into Shadow Move, the juggle opportunities afterward are fairly limited, and the manuals in them can be broken on reaction. To bait out a Combo Breaker, one of the better moves to use as a filler here is Double Roundhouse. If your opponent sees the first hit, he or she will eventually try to break the second hit. This is a great place to attempt a Counter Breaker!

In most cases when you use a Counter Breaker, your opponent is on the ground and ready to attack if you whiff a Counter Breaker. In this case, however, your opponent is still falling from the combo when you whiff it, so he or she will still have to get up off the ground to try and punish you, giving you more time to recover! Of course, if the Counter Breaker is successful, you get a whole new combo with the opponent locked out after having just completed a combo! Jago's "Around the World" combo system also allows for some good Counter Breaker baits, which we will get to in a little bit!



JAGO

C-C-C-COMBO BREAKERS!

Here are Jago's six auto doubles. Learn to tell them apart and your break them accordingly!

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			

JAGO

COMBO FLOWCHART

In Killer Instinct you will be required to modify your combos to avoid having them broken. Sometimes you may want to do combos to bait out Combo Breakers and Counter Break them. Use this Jago specific flowchart (no one else can Double->Double!) to come up with your own combos!

AROUND THE WORLD

COMBO EXAMPLE: Jump in Heavy Kick Opener Tiger Fury Ender

Video is restricted

DESCRIPTION: Specific to Jago is a completely different way of utilizing the combo system in the game called "Around the World." After an Opener, Jago can continuously combo with just Auto-Doubles and then end with an Ender to cash in the potential damage. The only rule is that the Auto-Doubles must be done in decreasing order of strength (returning to heavy after light). You can also mix and match between kicks and punches. Each button press does an Auto-Double, and Jago can start from any attack button. For example, here Jago does jump in Heavy Kick Opener HK,MP,LP,HP,MK Ender for 11 hits before the Ender.

COMBO EXAMPLE: Wind Kick Opener Shadow Wind Kick Heavy Laser Sword Endokuken Ender

Video is restricted

DESCRIPTION: Jago still needs an Opener to start the combo and an Ender to cash in the potential damage that the combo builds up, but he can swap around the filling. Anywhere he would normally be able to do an Auto-Double he could opt to go Around the World, as seen in this example.

While the Around the World combo mechanic can be seen as a beginner strategy, there are higher level uses for it as well. Since Jago has to go in order, players will quickly figure out where to break the combo. If your opponent sees that you have done heavy, then he or she will easily be able to confirm the Medium Auto-Double that follows. This is a perfect opportunity to set up a failed Combo Breaker attempt, or to just Counter Breaker. Alternatively, since Around the World looks like manual combos, you can drop an Around the World combo and try to sneak in a crouching kick for a reset opportunity.

LOCK OUTS

COUNTER BREAKER COMBO (Without Meter): Jump in Heavy Kick Opener (COUNTER BREAKER) Tiger Fury Ender

Video is restricted

DESCRIPTION: Here we have allowed the opponent to see we are using the Around the World mechanic with two Auto-Doubles back to back. Since Heavy and Medium Auto-Doubles are more telegraphed, it is likely your opponent will realize your next Around the World input has to be light. We give the opponent some credit and assume he or she will break, so we Counter Breaker. Without meter, using the Around the World mechanic after the Counter Breaker is the best way to maximize damage and end the combo without allowing your opponent a chance to break the combo before the Ender.

COUNTER BREAKER COMBO (With Meter): Jump in Heavy Kick Opener (COUNTER BREAKER) Shadow Laser Sword Tiger Fury Ender

Video is restricted

DESCRIPTION: Using meter only adds about 6%, depending on your lockout combo, but if that amount is necessary to activate your Ultra, then it is well worth the meter.

LOCKOUT COMBO EXAMPLE: Jump in Heavy Kick Opener (LOCKOUT) Tiger Fury Ender

Video is restricted

DESCRIPTION: In this example, we have noticed that the opponent has caught on to us starting our combos with HK, and so the opponent is breaking it on the first hit. Rather than risk a Counter Breaker, which may leave us open to a combo, we simply go with a Light Auto-Double instead, locking the opponent out for his or her guess at our heavy. Starting at light allows us to go straight into Around the World from heavy once the opponent is locked out to maximize damage. Since regular lockouts are shorter, we only get four attacks before ending our combo.

COMBO FROM THROWS

COMBO EXAMPLES: Back Throw Shadow Endokuken Double Roundhouse Heavy Tiger Fury

COMBO EXAMPLES: Back Throw Shadow Laser Sword Double Roundhouse Heavy Tiger Fury

Video is restricted

DESCRIPTION: Jago is one of the few characters in the game who can combo off of his regular throws; however, this does require Shadow Meter. His throws can be canceled into any Shadow Move, but you will most likely want to follow up with Shadow Endokuken or Shadow Laser Sword, as they give better juggle potential. Follow that up with Double Roundhouse into a Tiger Fury. If opponents start Combo Breaking the Double Roundhouse, you can always Counter Breaker it at no risk! Just be sure to bluff immediately after the Roundhouse hits.

ANTI-AIRS

COMBO EXAMPLE: Heavy Wind Kick INSTINCT CANCEL Shadow Laser Sword Shadow Tiger Fury

Video is restricted

DESCRIPTION: Jago's main anti-airs are Tiger Fury and crouching HP. If you catch your opponent high in his or her jump with a Light Tiger Fury, you can follow up juggle with a Heavy Tiger Fury. Crouching HP is also an effective anti-air because of the air-to-ground priority system. If you Instinct cancel, you can turn one of these anti-airs into some nice damage as seen here.

MANUAL COMBOS

Combo Example: Heavy Laser Sword Heavy Laser Sword Linker Heavy Laser Sword Linker Heavy Laser Sword Linker Heavy Laser Sword Linker Tiger Fury

Video is restricted

DESCRIPTION: While all characters are able to perform manuals in their combos thanks to the manual cancel, Jago's Instinct makes manual combos even easier to perform. The manuals in this combo are possible without Instinct Mode; however, you cannot do this many repetitions without Instinct's KV reduction.

ULTRA COMBO

Video is restricted

Combo Example: Heavy Laser Sword Heavy Wind Kick Linker Heavy Wind Kick Linker Heavy Wind Kick Linker Heavy Wind Kick Linker Heavy Wind Kick Ender WALL SPLAT Shadow Wind Kick Shadow Laser Sword (33 hits) ULTRA

INSTINCT CANCEL at 51 hits

Heavy Wind Kick Linker Heavy Wind Kick Linker Heavy Wind Kick Linker Heavy Wind Kick Linker Heavy Wind Kick Linker Shadow Laser Sword Shadow Wind Kick ULTRA goes to 115 hits Shadow Endokuken Shadow Endokuken ULTRA CANCEL

Description: 126 Hit Ultra Combo. To maximize the number of hits in your Ultra combo, you have to use Jago's Wind Kick linker. For variety in the combo, you can switch between Heavy Kick and Heavy Punch as they both build the least KV. You can also swap between Shadow Wind Kick and Shadow Laser Sword as Shadow Attacks build 0 KV. You may have to walk forward after the double Shadow Endokuken at the end of the combo to connect with the Ultra Cancel at the end.

SABREWULF
INTRODUCTION

Sabrewulf is a rushdown character, possessing some of the best offense in the game. He gets in fast, and once in close he is very difficult to deal with. He has great speed, a very good 50/50 hit level mix-up, and he can even use his dash to pass through opponents and cross them up.

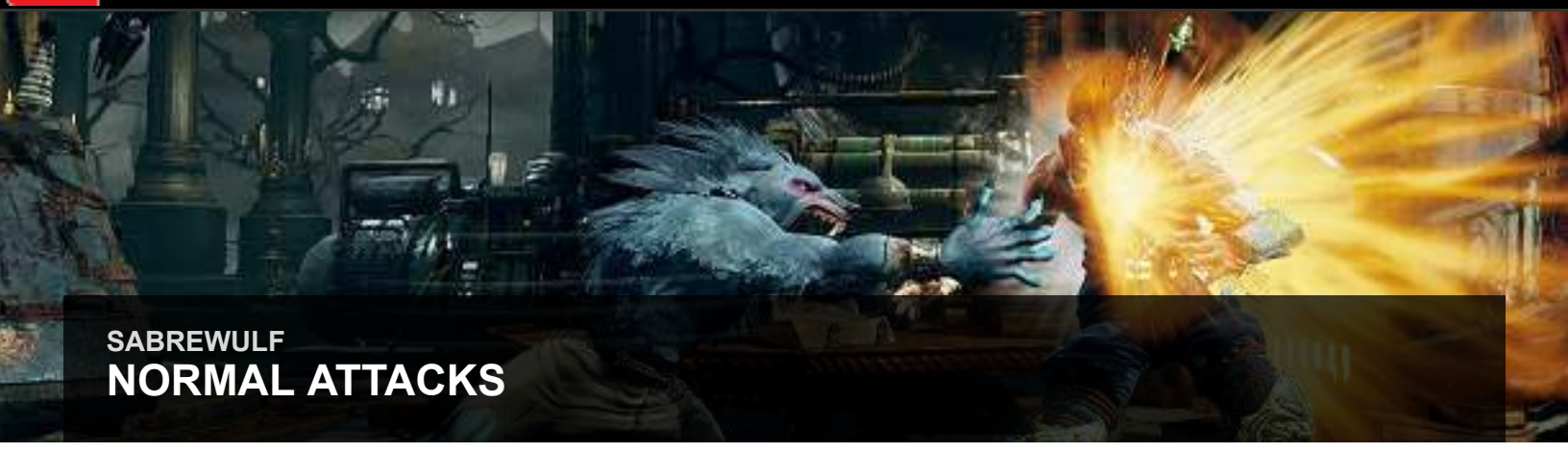
INSTINCT MODE

All attacks, including normals, get a chip damage bonus, All attacks also get a damage boost on hit.

QUICK REFERENCE

Name	Move
COMMAND NORMALS	
OVERPOWER	
SPECIALS	
RAGGED EDGE	
RUN	
HAMSTRING	WHILE IN RUN, or
JUMPING SLASH	WHILE IN RUN, or
RUNNING UPPERCUT	WHILE IN RUN, or
ECLIPSE	
OPENERS	
RAGGED EDGE	
HAMSTRING	WHILE IN RUN, or
JUMPING SLASH	WHILE IN RUN, or
SHADOW RAGGED EDGE	x2
SHADOW JUMPING SLASH	x2

Name	Move	Description
LINKERS		
RAGGED EDGE	/ or Hold /	Carry Linker
HAMSTRING	or Hold	Exchange Linker
JUMPING SLASH	or Hold	No Special Characteristics
SHADOW RAGGED EDGE	x2	Shadow Carry Linker
SHADOW JUMPING SLASH	x2	No Special Characteristics
ENDERS		
RAGGED EDGE		Carry Ender
RUNNING UPPERCUT		Launcher Ender
ECLIPSE		Damage Ender
SHADOW ECLIPSE	x2	Shadow Damage Ender
SHADOW ATTACKS		
RAGGED EDGE	x2	
JUMPING SLASH	x2	
ECLIPSE	x2	
FINISHERS		
ULTRA:		



SABREWULF

NORMAL ATTACKS

STANDING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Standing	Mid	5	5	2	12	3	0
2	Standing	Mid	10	6	2	22	2	0
3	Standing	Mid	15	10	2	27	-3	-6
4	Standing	Mid	6	7	3	14	5	3
5	Standing	Mid	12	8	3	15	7	2
6	Standing	Mid	18	14	4	27	3	-2

CLOSE STANDING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Close Standing	Mid	10	6	2	15	3	0
2	Close Standing	Mid	15	8	3	15	0	-2

CROUCHING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching	Low	5	5	2	13	3	0	
2	Crouching	Low	10	6	3	21	3	-3	
3	Crouching	Low	18	7	3	24	KD(42)	-6	
4	Crouching	Mid	6	5	2	13	5	4	
5	Crouching	Mid	12	6	4	20	4	2	
6	Crouching	Mid	18	8	6	24	-2	-4	SWEEP, HARD KNOCKDOWN

SABREWULF

COMMAND NORMAL ATTACKS

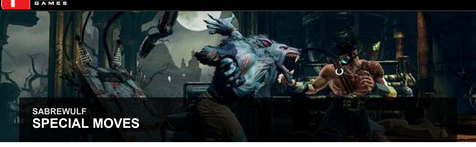
Overpower

Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
Overpower Lvl 1	Mid	18	8,16	2	30	2	2	
Overpower Lvl 2 Hold	Mid	20	16,29	2	30	4	4	
Overpower Lvl 3 Hold	Mid	22	31,45	2	30	5	5	
Overpower Lvl 4 Hold	Mid	30	47,64	2	30	6	6	
Overpower Lvl 5 Hold	Mid	35	66,95	2	30	7	NA	UNBLOCKABLE

Command:

Hit Level: Mid

Description: Sabrewulf lunges forward with a Heavy claw attack that can be charged by holding the Heavy Punch button. This attack is advantage on block and hit, and the advantage is increased the longer the attack is charged. At maximum charge Sabrewulf's paws begin to glow with a blue aura, indicating the attack is now unblockable.



SABREWULF
SPECIAL MOVES

Ragged Edge

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Ragged Edge	Mid	8,9	8	2	31	4	-1	
2	Medium Ragged Edge	Mid	9,10	11	2	31	2	-3	
3	Heavy Ragged Edge	Mid	11,11	14	2	31	1	-5	
4	Shadow Ragged Edge	Mid	8,8,8,8,24	2,2	1	29	6	1	

Commands

Opener:

Linker: / or Hold /

Ender:

Shadow Attack: x2

Hit Level: Mid

Description: Sabrewulf charges forward with two consecutive claw swipes. Light Ragged Edge is safe on block, Medium Ragged Edge is -3, making it only punished by the fastest attacks in the game, and Heavy Ragged Edge is full combo punished.

Linker

Ragged Edge is Sabrewulf's Carry Linker, allowing him to quickly carry his opponents into the corner.

Ender

Ragged Edge is Sabrewulf's Carry Ender, knocking the opponent away. This Ender will cause a wall splat when near a corner.

Shadow Attack

Shadow Ragged Edge is a multi-hitting attack that can be used as a Combo Opener or Linker. This attack is throw invulnerable and is +1 advantage when blocked.

Run

Command

Description: Sabrewulf runs on all fours toward his opponent. You can use this to close distance while setting up one of Sabrewulf's three attack options out of Run.

Hamstring

Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
Hamstring	Mid	14	9	3	30	5	-7	UPPER INV, EXCHANGE

Commands

Opener: WHILE IN RUN, or

Linker: or Hold

Hit Level: Low

Description: Sabrewulf slides forward on the ground, tripping the opponent and reversing positions. Hamstring can slide under a horizontal projectile attack, such as Jago's Endokuken. This attack is combo punished when blocked.

Linker

Hamstring is Sabrewulf's exchange Linker, meaning it allows you to change positions with your opponent. As a Linker, only two attack strengths of this attack can be used, Light or Heavy.

Jumping Slash

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Jumping Slash	Overhead	13	15	3	26	5	-7	THR INV, LOW INV
2	Shadow Jumping Slash	Overhead	9,9,9,9,27	1,9	1	25	6	0	PROJ INV, THR INV, LOW INV

Commands

Opener: WHILE IN RUN, or

Linker: or Hold

Shadow Attack: x2

Hit Level: Overhead

Description: Sabrewulf leaps toward his opponent, performing an overhead slash. Jumping Slash has invulnerability to throws and low attacks. Jumping Slash also has projectile invulnerability but only during its active frames. This attack is combo punished when blocked.

Linker

Jumping Slash has no special Linker characteristics. As a Linker, only two attack strengths of this attack can be used, Medium or Heavy.

Shadow Attack

Shadow Jumping Slash is a multi-hitting attack with complete invulnerability to throws, low attacks, and projectiles. This attack is safe when blocked.

Running Uppercut

Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
Running Uppercut	Mid	16	5	4	20	NA	-2	LAUNCH

Commands

Opener: WHILE IN RUN, or

Ender:

Hit Level: Mid

Description: Sabrewulf performs a Running Uppercut slash, launching his opponent into the air. This attack is safe when blocked.

Ender

Running Uppercut is Sabrewulf's launcher Ender, allowing him a juggle follow up.

Eclipse

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Eclipse	Mid	22	4	7	35	NA	-11	
2	Medium Eclipse	Mid	26	6	6	35	NA	-13	
3	Heavy Eclipse	Mid	30	8	8	35	NA	-15	
4	Shadow Eclipse	Mid	11,11,11,11,30	6,0	3	26	NA	-11	INV, LAUNCH

Commands

Ender:

Shadow Attack: x2

Hit Level: Mid

Description: Eclipse is a wide, upward-arching slash. This attack is full combo punished when blocked.

Ender

Eclipse is Sabrewulf's Damage Ender, focusing on flat damage but not allowing for a follow up.

Shadow Attack

Shadow Eclipse is multi-hitting wide, upward-arching slash with invincibility on startup. This attack is combo punished when blocked.

SABREWULF
STRATEGY

Sabrewulf's Dash

Video is restricted

When in sweep range or closer, Sabrewulf's forward dash allows him to pass right through the opponent, crossing him or her up. This allows Sabrewulf to force his opponents to guess just which direction he will attack from when he is in close. If your opponent tries to attack at the wrong time as you are forward dashing, his or her attack will not auto face as you pass through your opponent, giving you a combo opportunity as your opponent's attack misses.

Manual Chain Openers

Light Punch Chains

1: ,

2: , ,

3: , ,

Medium Punch Chains

1: ,

2: ,

Sabrewulf has several normal attack Punch chains that are Manual Openers. He cannot Auto-Double after these Manual Opener attack chains hit, however; instead, Sabrewulf must follow up with Ragged Edge, Shadow Ragged Edge, Hamstring, Jumping Slash, or Shadow Jumping Slash to be able to go into an Auto-Double/Manual cancel.

Using Normals

Sabrewulf's crouching Light Kick leaves him at +4 advantage on block, making any follow up completely interruptible unless the opponent Shadow Counters, back dashes, or has an attack with strike invulnerability on startup. Crouching Light/standing Light and crouching Medium/standing Medium are the best normals for poking for an Opener and for punishing unsafe attacks. Your crouching Heavy Punch is one of the best sweeps in the game; however, it's unsafe up close, so make sure you take advantage of the long range of the attack, as it cannot be punished near its maximum range. When crouching Heavy Punch hits, it grants you a hard knockdown, allowing you to go into a Run mix-up or dash through the opponent for a crossup.

Using Overpower

This attack is one of Sabrewulf's best moves and his best pressure tool after knocking his opponent down. It has great range with no charge, and with any sort of charge the attack's range greatly increases. Level 1 charge starts at +2 advantage on block and hit, and the advantage is increased with each level until you reach level 5, where the attack becomes unblockable. After blocking this attack, normal attacks/attack chains cannot be interrupted unless the opponent Shadow Counters, back dashes, or uses an attack with strike invulnerability on startup. If the opponent back dashes, you can bait it, then hit your opponent in his or her recovery frames with a level 2/level 3 charge or dash in and punish. If the opponent respects your options and remains blocking, you can use a strike/throw mix-up, go into a Run 50/50, dash past the opponent for a crossup, charge Overpower to a level 2 or higher for added advantage, or attempt to charge the attack to a level 5 unblockable.

- Level 1 Charge: Light and Medium normal attacks/attack chains cannot be interrupted unless the opponent back dashes or uses an attack with strike invulnerability on startup. If the opponent back dashes, you can bait it, then hit your opponent in his or her recovery frames with a level 2 charge or dash in and punish. If the opponent respects your options and remains blocking: you can use a strike/throw mix-up, charge Overpower to a level 2 or 3 for added advantage, or attempt to charge the attack to a level 7 unblockable.

- Level 2 Charge: Your advantage increases to +4, where all of your normal attacks are now uninterruptable. On hit, your advantage also increases to +4, granting a guaranteed crouching or standing Light Punch attack chain as a Manual Opener.

- Level 3 and 4 Charge: Your advantage increases to +5/+6, where all of your normal attacks are again uninterruptable. On hit, your advantage also increases to +5/+6, granting a guaranteed crouching or standing Light/Medium Punch attack chain as a Manual Opener.

- Level 5 Charge: The attack is now unblockable. One of the best setups is to fake a level 5 charge, and then release the attack early when you believe the opponent will attempt to knock you out of the charge.

OVERPOWER EXAMPLE #1:

Description:

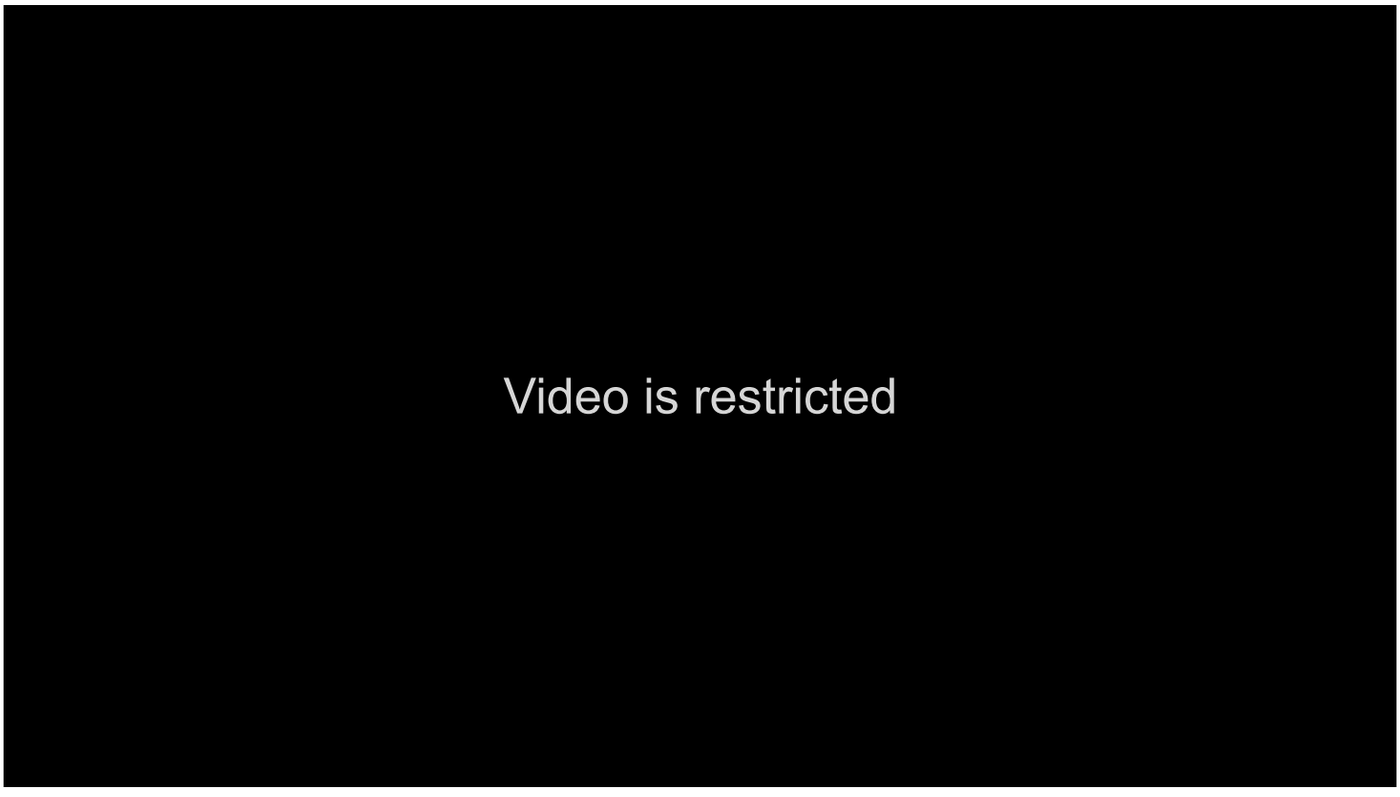
In this video the opponent blocks Overpower and tries to respond. No matter what attack they use, your Light Punch will beat them out unless they use an attack with strike invulnerability.

OVERPOWER EXAMPLE #2:

Description:

In this video the opponent tries to back dash out of your follow up, however, instead of following with an attack you decide to use your dash to cause a cross up situation. By back dashing, your opponent actaully made the situation worse because they cannot recover in time from their back dash to block your attacks. Even if they stood there and blocked, they still would have to react to the cross up, so this situation turned into a win/win scenario.

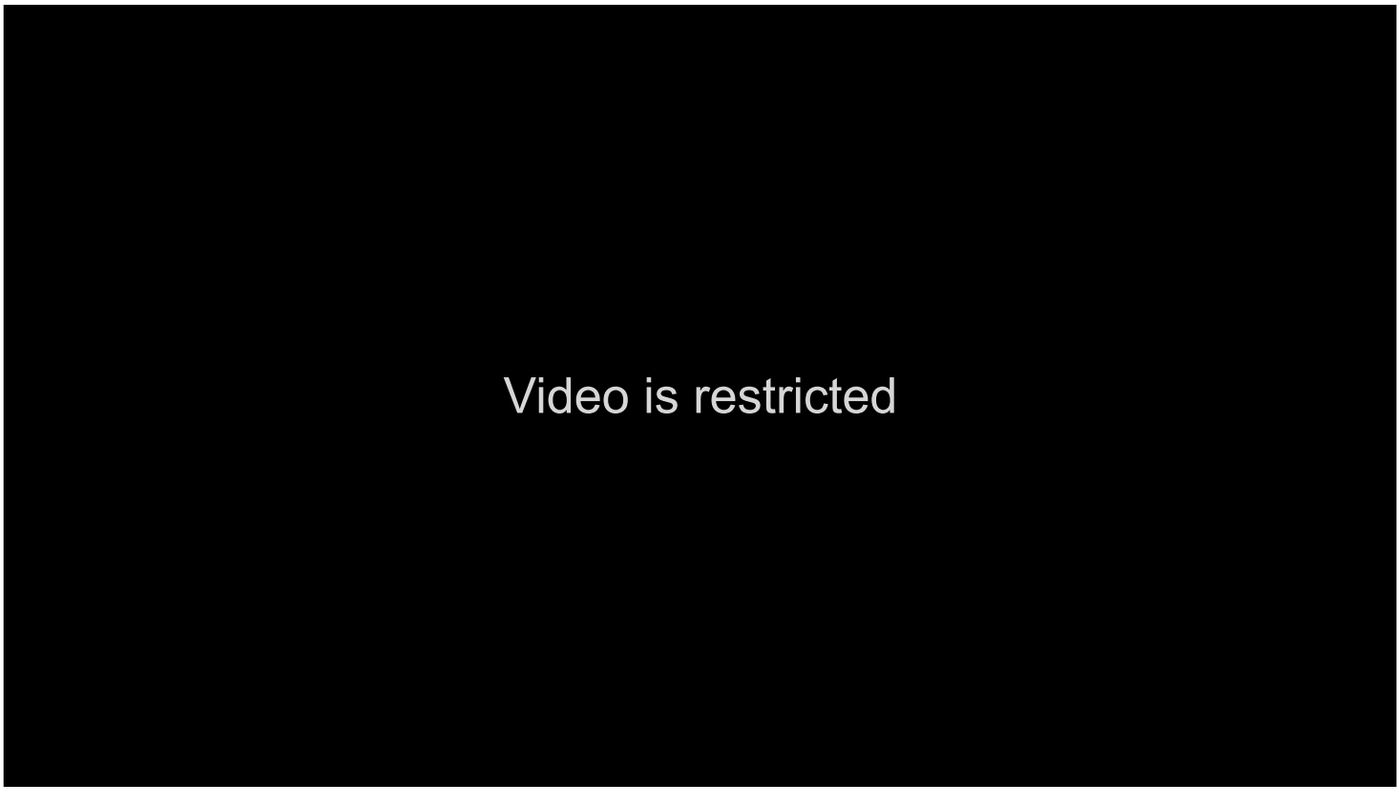
OVERPOWER EXAMPLE #3:



Description:

This video demonstrates that you can slighty charge Overpower and catch the opponent back dashing as they recover. In a situation where you believe they will block or back dash, slightly charging Overpower will cover both options. The back dash gets punished, and if they remain blocking you are left at advantage.

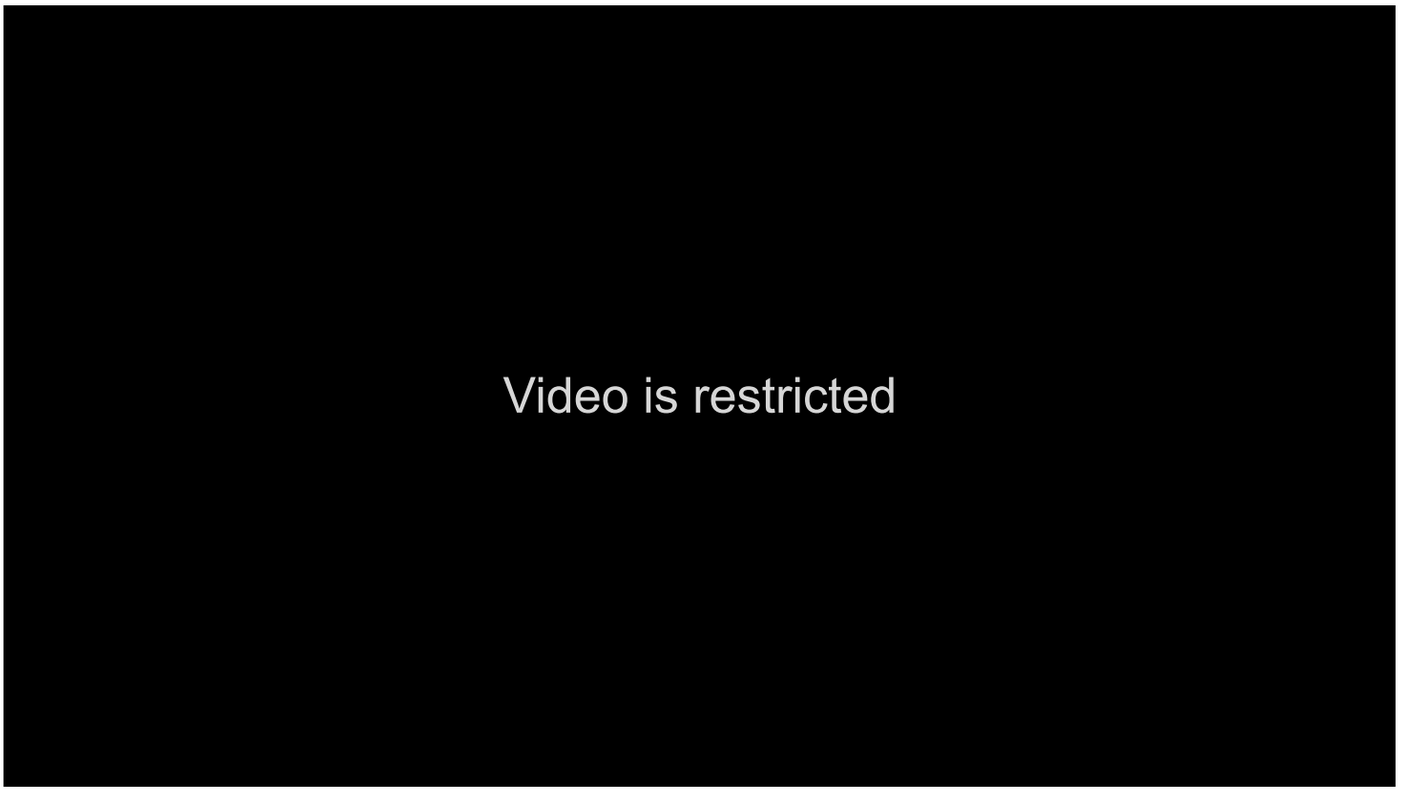
OVERPOWER EXAMPLE #4:



Description:

In this video the opponent decided to remain blocking afer blocking the first Overpower. You follow up by slightly charging another Overpower which leaves you at even bigger advantage, allowing you to follow up with another Overpower. After blocking the thrid Overpower, your opponent decides to attempt to respond, causing them to be hit by your Light Punch attack.

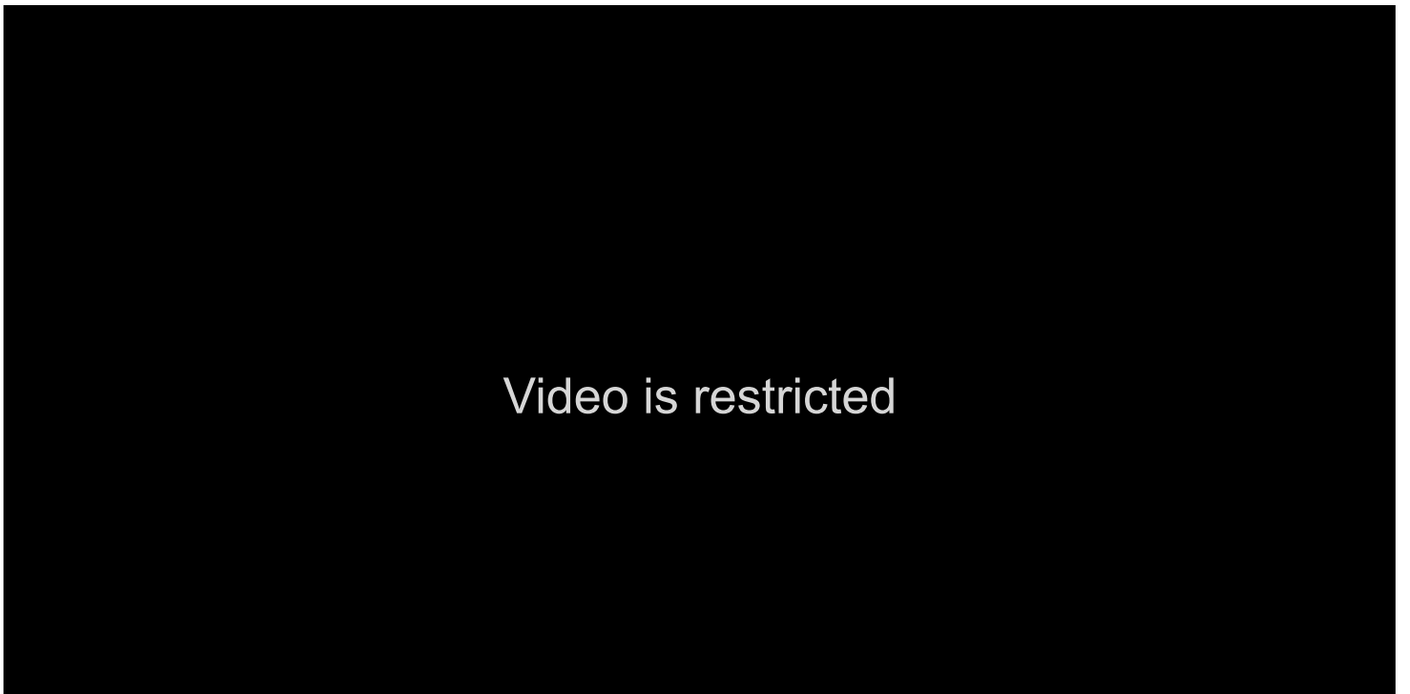
OVERPOWER EXAMPLE #5:



Description:

In this video you again follow up a blocked Overpower by charging the attack. Your opponent has decided that you are either going to charge it for a longer period to gain the maximum frame advantage, or charge the attack to its unblockable state. The opponent decides to attempt to interrupt the charge, resulting in them being hit when you release it early.

OVERPOWER EXAMPLE #6:



Description:

This video shows the final progression in the mind game. Your opponent has tried to poke out of the trap, back dash, react to you charging the attack, etc.. Finally they decide that they are just going to block no matter what. This time you charge the attack to the full unblockable state. Your opponent believes that you will again release it early when they attempt to counter attack, so they remain blocking and get hit by the unblockable.

Rabid Doubles

Inside of combos, Sabrewulf has a special feature known as Rabid Doubles. Sabrewulf can continue doing the exact same Auto Double over and over, with each round getting faster and faster. This means he can go away from the standard combo flow chart, where most other characters must follow up an Auto Double with a Linker in order to continue the combo. For example, after a successful Opener, you can rapidly tap Heavy Punch and loop this Auto Double over and over until you decide to end the combo or the KV Meter maxes out. Once you use an Auto Double, you must use that same Auto Double to go into your Rabid Double. For example, if you use a Heavy Punch Auto Double, you must continue using Heavy Punch to go into Rabid Doubles and then continue to use Heavy Punch to continue the Rabid Doubles.

Using Run

Sabrewulf has a command Run in which he gets down on all fours and runs toward his opponent. From Run, you have three attack options: you can cancel out of Run at any point with Light Punch/Light Kick for Hamstring (low option), Medium Punch/Medium Kick for Jumping Slash (overhead option), or Heavy Punch/Heavy Kick for Running Uppercut (launcher option).

• It is possible to instant Run cancel into any Run attack, allowing you to go directly into the attack without the opponent seeing you go into Run. You can cancel into Run from any normal attack and attempt a 50/50 with Hamstring or Jumping Slash. One of the best ways to use Sabrewulf's Run mix-ups is as a reset by stopping a combo at a point where you are at advantage, and then going into a Run mix-up. This gives you the ability to start a new combo and cash in the potential damage from both the current and previous combo. You can also use your Ragged Edge Ender near a corner to cause a wall splat, and use the advantage from the wall splat to go into a Run 50/50. Another good way to set up a 50/50 from Run is to cancel into it from any normal attack.

Video is restricted

• Your attacks from Run such as Hamstring and Jumping Slash can be used as more than just 50/50 mix-up, they can also be used as a way to avoid other attacks. It is possible for Sabrewulf to slide under or jump over projectile attacks such as Jago's Endokuken, as well as slide under or jump over certain strikes.

Using Ragged Edge

Ragged Edge is the primary Special Move used for an Opener and is your best attack for building Shadow Meter when blocked. Heavy Ragged Edge is combo punished by several characters. At -3, Medium Ragged Edge leaves Sabrewulf at enough disadvantage for only a few characters to punish with their fastest attacks, but safe against most of the cast. Light Ragged Edge has very fast recovery, giving you the most options for a post-Ragged Edge guessing game after the attack is blocked. Ragged Edge is also your best tool for building Shadow Meter. When your opponent has at least one bar of Shadow Meter, however, he or she can see the first attack of Ragged Edge and Shadow Counter the second attack. If you feel your opponent will attempt to use a Shadow Counter, you can Instinct cancel out of Ragged Edge, which will cause your opponent's Shadow Counter to whiff, opening him or her up for a combo punish.

Anti-Air

Sabrewulf has four anti-air options: he can use Eclipse, Shadow Eclipse, crouching Heavy Kick, or jumping Heavy Punch for an air-to-air option. Crouching Heavy Kick is your most reliable and easiest anti-air option because it's a single command, making it easier to execute over Eclipse, which requires a d,u command. Also, unlike Shadow Eclipse, crouching Heavy Kick does not require any Shadow Meter. Overall, your crouching Heavy Kick is one of the absolute best anti-air options in the game.

Using Shadow Attacks

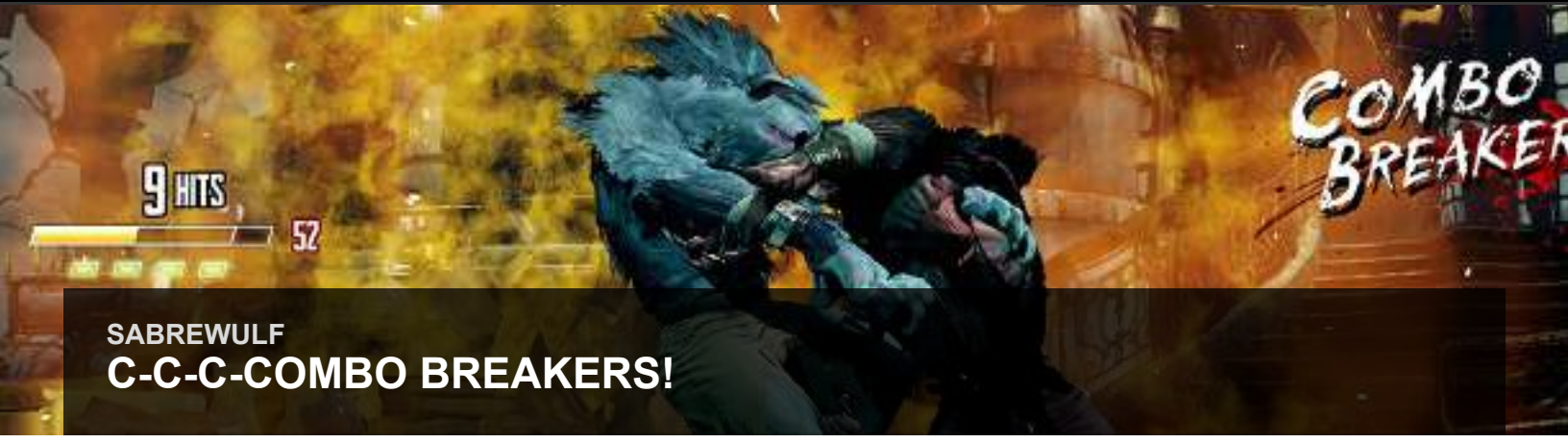
• Shadow Ragged Edge is mainly used as a Linker to carry the opponent toward the corner or used in an attempt to get a lockout.

• Shadow Jumping Slash is most useful as a naked combo Opener to go through projectiles or as a slightly more damaging Linker than Shadow Ragged Edge.

• Shadow Eclipse is most useful as an Ender to inflict a good amount of damage quickly in short combos. Also, Shadow Eclipse is invulnerable on its startup frames. This gives you an added option out of pressure and frame traps beyond only choosing to block, back dash, or Shadow Counter.

Using Instinct

Sabrewulf's Instinct grants him a damage boost on all his attacks. This gives him higher-damaging combos and allows him to inflict more chip damage as well. The best way to use this is to Instinct cancel out of combos, then continue the combo, maximizing on the damage boost. This is especially useful after getting a lockout or Counter Breaker because you can immediately Instinct cancel for the damage boost, then go into Heavy Rabid Doubles during the lockout period.



SABREWULF

C-C-C-COMBO BREAKERS!

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			

SABREWULF

COMBO FLOWCHART

SABREWULF
COMBOS

Using Rabid Doubles

Combo Example: , , Light Ragged Edge , , , , Eclipse Ender

Description: This combo makes use of Sabrewulf's Rabid Doubles, a unique feature that allows him to go through the combo flow chart without needing to use a Linker to extend the combo. The purpose of using Heavy attacks as a Rabid Double is to keep your KV low while using your strongest attacks to ensure maximum amount of hits and damage, all while making the attack you are using as obvious to your opponent as possible. The reason for this is because it now becomes easier to bait out a Combo Breaker, allowing you to Counter Break your opponent. After taking the bait, your opponent will realize that the obvious Heavy Rabid Doubles are Counter Breaker bait and will decide to not attempt to break the combo. This allows you to just flow through multiple Heavy Rabid Doubles and end the combo.

Using Rabid Doubles to Bait a Counter Breaker

Combo Example: Hamstring , , (COUNTER BREAKER) , , , , , , , Eclipse Ender

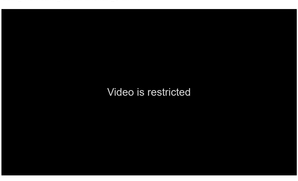
Description: After Hamstring, your opponent sees your first Heavy Auto Double and decides to attempt to break your predictable Heavy Rabid Doubles but gets baited with a Counter Breaker instead. After a successful Counter Breaker the opponent will be locked out for 4 seconds. During this lockout period Sabrewulf gets 5 guaranteed Heavy Rabid Double repetitions before the lockout ends. After Rabid Doubles, you go into your unbreakable Ender just as your opponent comes out of the lockout state, allowing you to cash in on all your potential damage.

Hunting a Lockout

Combo Example: , , Light Ragged Edge , (LOCKOUT) Heavy Jumping Slash Linker , , , Shadow Jumping Slash , Eclipse Ender

Description: The object here is to get the opponent to attempt to break the Heavy Rabid Doubles you have been using most of the time. In this combo you switch up from the Heavy Rabid Doubles and go with a Medium Auto Double. Your opponent attempts to Combo Break the Heavy Auto Double but is locked out when you go with the Medium Auto Double instead. By breaking the wrong strength of attack, your opponent will be locked out for 3 seconds, allowing you to extend the combo without the risk of a Combo Breaker. With the opponent locked out you can now take full advantage and then cash in on the potential damage as the lockout ends.

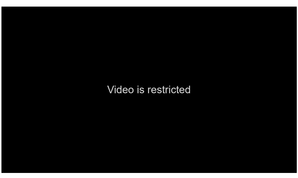
Using Hamstring as an Exchange Linker



Combo Example: (YOUR BACK TO THE CORNER) , , , , Light Ragged Edge , Light Hamstring Linker , , , , , Eclipse Ender

Description: In this combo you find yourself with your back close to or in a corner. After a successful Opener, you go directly into your Light Hamstring Linker, which reverses positions and puts your opponent in the corner. After Ragged Edge, you go straight into the Light Linker because you have already conditioned your opponent to always look for a Heavy Auto Double after your Opener. In this case you go right into a Light Linker to reverse positions, followed by your Heavy Rabid Doubles, then finally cashing in with an Ender.

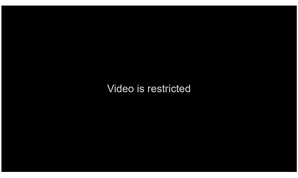
Using Dash for a Reset



Combo Example: , , , , Heavy Ragged Edge , , Medium Jumping Slash Linker , , , Heavy Hamstring Linker (intentionally stop combo and dash through the opponent, crossing him or her up) , , , , Heavy Ragged Edge , , , Shadow Ragged Edge Linker , , Eclipse Ender

Description: In this combo you start out by hit confirming your crouching Light Punch attack chain and cancel into a Heavy Ragged Edge. As you continue your combo with a Heavy Hamstring Linker, you intentionally stop the combo and dash through the opponent for a crossup reset. As you cross our opponent up, you again hit confirm a crouching Light Punch attack chain into a Heavy Ragged Edge and start another combo.

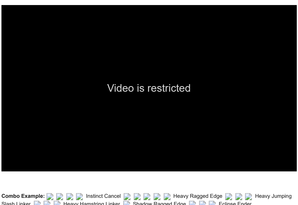
Using Shadow Eclipse for a Quick yet Damaging Combo



Combo Example: Hamstring , , Shadow Eclipse Ender , , , , , Heavy Eclipse

Description: This combo starts off with you using Sabrewulf's ability to slide under Jago's fireball with his Hamstring attack. You then use Heavy Kick for an Auto-Double, quickly end the combo with your Shadow Eclipse Ender and a short juggle follow up. This was a very short combo, but because of just how much damage Shadow Eclipse inflicts when used early in combos this short combo does nearly 40%.

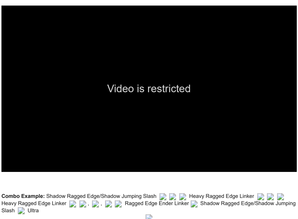
Instinct Cancel Combo



Combo Example: , , , Instinct Cancel , , , , , , Heavy Ragged Edge , , , Heavy Jumping Slash Linker , , , Heavy Hamstring Linker , , Shadow Ragged Edge , , , Eclipse Ender

Description: By using your Instinct Cancel, you are able you hit confirm your , and land another on after the Instinct Cancel. This is possible because Instinct Canceling adds to the advantage of the attack when it hits, allowing you to follow up with another attack that wouldn't normally be possible. While in Instinct Mode you continue the combo, inflicting a very damaging combo to yor opponent.

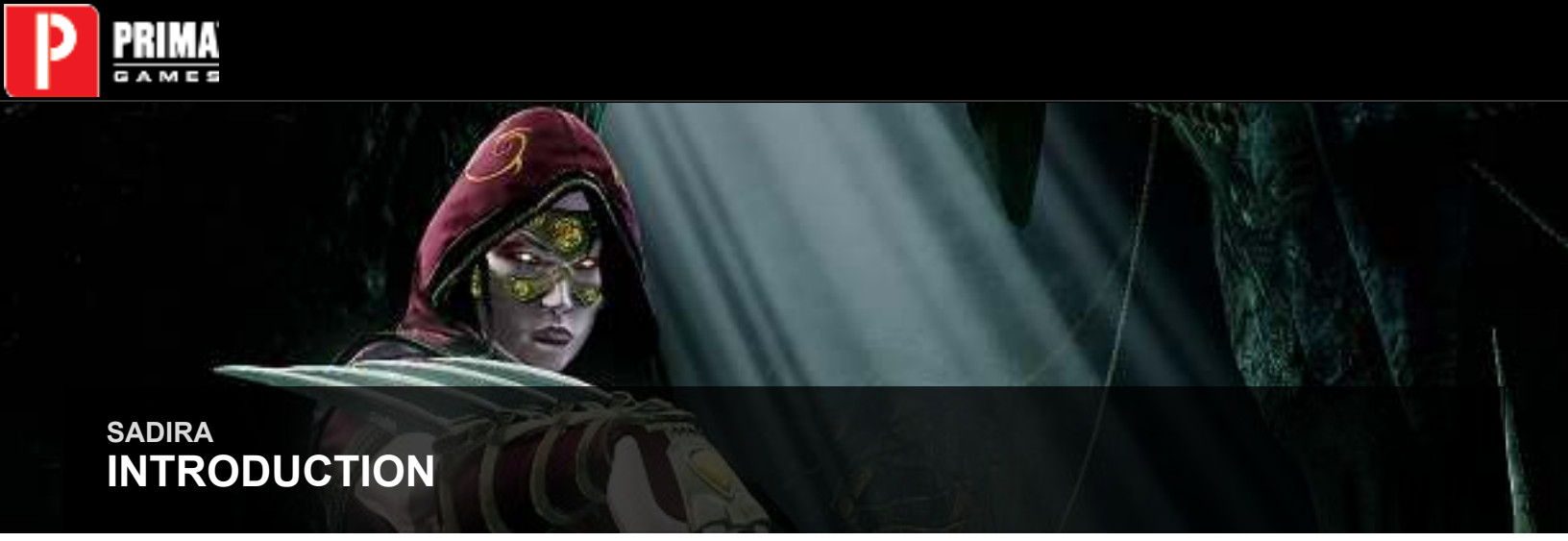
ULTRA: 123 Hits



Combo Example: Shadow Ragged Edge/Shadow Jumping Slash , , , , Heavy Ragged Edge Linker , , , , Heavy Ragged Edge Linker , , , , , , Ragged Edge Ender Linker , Shadow Ragged Edge/Shadow Jumping Slash , Ultra

Instinct Cancel at 53 hits

Shadow Jumping Slash/Shadow Ragged Edge , , Heavy Ragged Edge Linker, , , Heavy Ragged Edge Linker , , , Heavy Ragged Edge Linker , , , Heavy Ragged Edge Linker , Shadow Ragged Edge/Shadow Jumping Slash , Ultra , Shadow Eclipse , Shadow Eclipse , Eclipse



SADIRA
INTRODUCTION

Sadira is the newest character addition to the Killer Instinct franchise, and she differentiates herself with great air mobility and air juggle potential. Her Widow's Bite, combined with her double jump and Web Cling, makes her very unpredictable once she gets off the ground. On the ground her options are much more limited, but she has just enough tools to stay viable there as well. Sadira's Blade Demon and her ability to jump-cancel her throw attacks further assist her in utilizing her air juggle potential.

INSTINCT MODE

Sadira can create Web Traps by pressing when Instinct is active (11 frame startup). If the opponent is hit by a Web Trap or walks or jumps into one, the opponent will be left open for a combo. Only one Web Trap may be out a time, and a Web Trap lasts for 4 seconds if it is not touched. The opponent can attack the Web Traps to clear them. Additionally, Sadira can jump cancel all normal attacks including Auto Doubles when her Instinct is active.

QUICK REFERENCE

Name	Move
COMMAND NORMALS	
DOUBLE JUMP	Any jump during a normal jump
WIDOW'S DROP	(While in air)
FANG	
SPECIALS	
BLADE DEMON	
RECLUSE	
WIDOW'S BITE	WHILE IN AIR,
WEB CLING	WHILE IN AIR,
OPENERS	
WIDOW'S DROP	WHILE IN AIR,
BLADE DEMON	
RECLUSE	or
WIDOW'S BITE	WHILE IN AIR,
SHADOW BLADE DEMON	x2
SHADOW WIDOW'S BITE	WHILE IN AIR, x2

Name	Move	Description
LINKERS		
BLADE DEMON	/ or HOLD /	Carry Linker
RECLUSE	/ or HOLD /	Damage Linker
SHADOW BLADE DEMON	x2	Carry Linker
ENDERS		
BLADE DEMON		Launcher Ender
RECLUSE		Exchange Launcher
SHADOW RECLUSE	x2	Exchange Launcher
ULTRA COMBO:		

SADIRA
NORMAL ATTACKS

Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Standing	Mid	4	5	2	8	5	2	
2	Standing	Mid	10	7	3	13	4	1	
3	Standing	Mid	15	9	3	20	1	-2	
4	Standing	Mid	4	6	2	13	4	1	
5	Standing	Mid	10	8	2	15	1	-2	
6	Standing	Mid	15	10	4	21	-1	-6	

Close Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Close Standing	Mid	10	6	2	11	4	1	
2	Close Standing	Mid	15	8	3	15	3	0	
3	Close Standing	Mid	10	7	3	14	3	1	
4	Close Standing	Mid	15	9	3	17	0	-4	

Crouching Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching	Mid	4	5	2	10	5	2	
2	Crouching	Mid	10	6	3	13	3	-1	
3	Crouching	Mid	15	8	4	20	-1	-7	
4	Crouching	Low	4	5	2	12	4	1	
5	Crouching	Low	10	8	2	15	2	-2	
6	Crouching	Low	18	10	2	22	KD(44)	-10	Sweep, hard knock down

SADIRA
COMMAND NORMAL ATTACKS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Fang	Mid	18	9	6	21	NA	-2	Not special cancellable, on hit ca
2	Widow's Drop (In Air)	Overhead	15	11	NA	26	13	-5	Must be do

Widow’s Drop

Command: (while in the air)

Hit Level: Overhead

Range: Vertical

Description: This attack drops directly downward from the air. Sadira must be a certain height off the ground to perform Widow’s Drop—generally the height of most character’s heads. The attack is active until she lands or makes contact, but it is punishable on block. If the attack hits a grounded opponent, it is an Opener, so you can go straight into a combo. If it hits an airborne opponent, you can get a small combo by canceling into Shadow Blade Demon or Shadow Recluse; use this after Widow’s Bite if you feel your opponent is beginning to read your attack patterns. From a double jump, you can also use this in combination with Sadira’s Web Cling to bait your opponent into whiffing an anti-air attack, then punish with Blade Demon on the ground. A great use for this move is when jumping in for a crossup attempt. As your opponent prepares to block a crossup, drop straight down on the original side and begin a full combo.

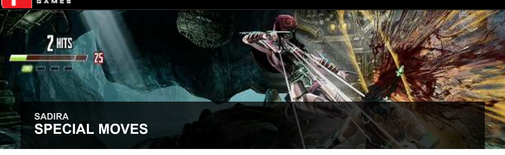
Fang

Command:

Hit Level: Mid

Range: Close

Description: Sadira’s Fang attack is a cancelable jump normal that functions as a Special Move. As such you cannot cancel it into a Special attack, but you can cancel it into a Shadow attack. Its range is deceivingly small, so be sure your opponent is extra close before you use it. After a Shadow Widow’s Bite in a combo, if you have enough KV available, you can follow up with Fang; it is also possible to follow up with Fang after a forward throw. This move can also function as an anti-air; however, if your opponent is too far away, it is very difficult to combo from this move with a jump cancel. In that situation, try going for a ground combo by canceling into Shadow Recluse.



SADIRA
SPECIAL MOVES

Blade Demon

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Blade Demon	Mid	10	8	7	15	5	-3	3-16 LOW
	Medium Blade Demon	Mid	12	9	8	16	3	-4	3-18 LOW
	Heavy Blade Demon	Mid	15	10	9	18	1	-5	3-22 LOW
2	Shadow Blade Demon	Mid	6,8,8,6,18	2,2	6	25	6	-2	1-2 INV, 3-38 PROJ / LOW

Commands

Opener:

Linker: / or HOLD /

Ender:

Shadow Blade Demon: x2

Hit Level: Mid

Range: Depends on Punch Strength

Description: This attack sends Sadira spinning toward her opponent with her bladed arms outstretched. This move has lower-body invulnerability, so it is useful against opponents who favor low pokes. The Heavy version is unsafe, though, so you have to be careful in using it; however, it does cover a lot of range, making it useful for long-range whiff punishing. The Light and Medium versions are generally safe and should be canceled into from crouching Medium Kick or standing Medium Punch.

Shadow Version

In addition to being low invulnerable, Shadow Blade Demon is also projectile invulnerable during its active frames. You may find this particularly useful as an Opener against Jago and Glacius.

Linker

As a Linker, Blade Demon is best used to carry your opponent toward a corner. Sadira does not have a wall splat Ender, but corner pressure with her air mobility can be very frustrating for opponents to deal with, especially with her Instinct activated. For increasing strength Linkers, there are additional spins of the Blade Demon, making it fairly easy to react to and Combo Break.

Ender

When used as an Ender, Blade Demon is a launcher that can be jump canceled by hitting any upward direction. The higher level the Ender, the higher the opponent will be launched.

Recluse

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Recluse	Low	16	7	4	24	2	-5	1-4 PROJ
	Medium Recluse	Low	19	8	5	38	1	-7	1-5 PROJ
	Heavy Recluse	Low	26	9	5	44	NA	-20	1-8 THROW, 1-10 U/PP
2	Shadow Recluse	Mid	8,8,8,8,24	4,0	1	37	NA	-17	1-2 INV, 3 STRK, 4-9 PROJ

Commands

General:

Opener: or

Linker: / or HOLD /

Ender:

Shadow Recluse: x2

Hit Level: Mid

Range: Close

Description: Recluse is a flip kick, generally used for anti-air purposes and to exchange positions with the opponent during juggles. The Light and Medium versions can be used as an Opener, while the Heavy version always causes a knockdown and position exchange by kicking the opponent over Sadira's head. The Light and Medium versions have some projectile invulnerability on startup, while the Heavy version is throw and upper-body invulnerable on startup.

Shadow Version

Shadow Recluse has a little bit of invincibility on startup, followed by projectile invulnerability. It is Sadira's most damaging Shadow attack and primarily functions to add damage in situations where you would use it as an Ender or anti-air.

Linker

As a Linker, Recluse has no special characteristics. Because the extra hits are during one rotation of the backflip, this Linker is a little more difficult to Combo Break on reaction than Blade Demon.

Ender

The primary use of Recluse as an Ender is to exchange positions with the opponent. So, if your back is to the corner and you end a combo with Recluse, your opponent will land in the corner. You can also get additional juggle hits in after ending with Recluse. From higher Ender levels you will get a higher launch, so you can follow up with HK into Blade Demon or another Recluse to control your opponent's position. Both HK Recluse and Shadow Recluse can be used as an Ender and both are jump cancelable.

Widow's Bite

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Widow's Bite	Mid	12	6	NA	9			Sends Sadira Downward
2	Medium Widow's Bite	Mid	12	6	NA	Normal Jump Land rules			Sends Sadira up and forwar
3	Heavy Widow's Bite	Mid	12	6	NA	Normal Jump Land rules			Sends Sadira up and backwar
4	Heavy Widow's Bite Dive	Mid	14	11	NA	25			
5	Shadow Widow's Bite	Mid	9,9,9,9	1,2	NA				Sends Sadira up and backwar
6	Shadow Widow's Bite Dive	Mid	27	11	NA	25			

Command

General: (while in air)

Opener: (while in air)

Shadow Widow's Bite: x2 (while in air)

Hit Level: Mid

Range: Depends on Punch Strength

Description: Widow's Bite is an air projectile that is one of the cornerstones of Sadira's air game. The Light version drops at a sharp angle and quickly drops Sadira directly toward the ground. The Medium version is closer to a 45-degree angle and automatically sends Sadira up and forward with an extra jump. The Heavy version automatically sends Sadira up and backward from the projectile unless it is blocked, in which case Sadira reels herself in toward the opponent before bouncing up and back. Additionally, the Heavy Widow's Bite is the only variation that can be used as an Opener when it connects on a grounded opponent. If Heavy Widow's Bite connects with an airborne opponent, it will reel Sadira in for an attack before grounding the opponent.

Shadow Version

Shadow Widow's Bite throws 5 projectiles at the opponent, and the fifth projectile will pull Sadira in toward the opponent. On hit, this will count as an Opener. On block, Sadira will bounce up and away similar to Heavy Widow's Bite. Generally, this is useful to add damage to jump cancel combos without adding KV to your combo.

Web Cling

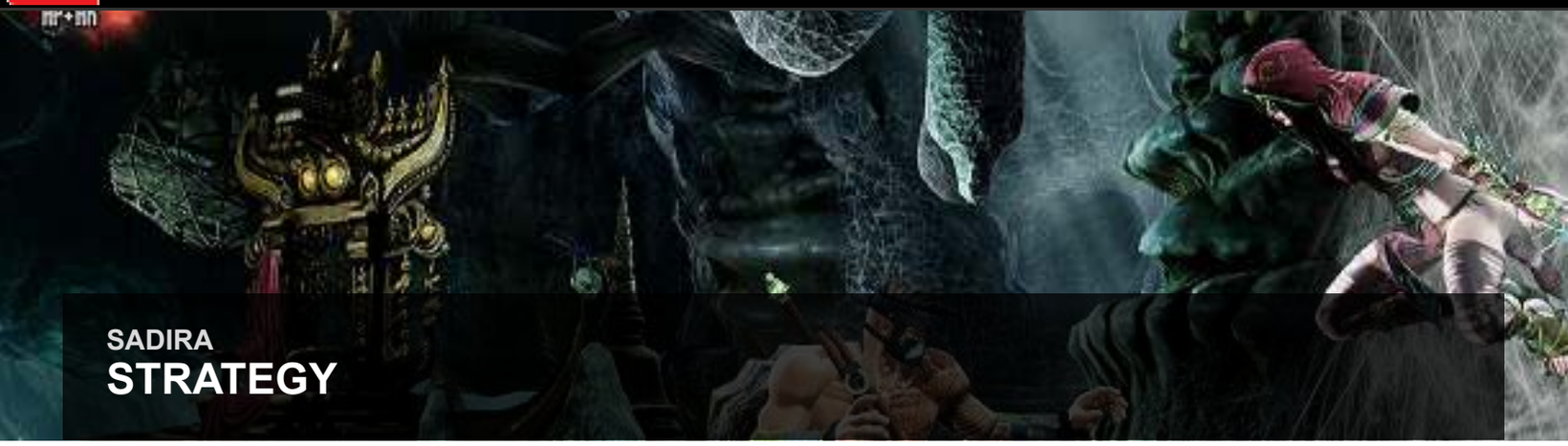
Commands

General: (while in air)

Hit Level: Mid

Range: Depends on Punch Strength

Description: Sadira's Web Cling is a utility special that ricochets her off the wall behind her from her current height. The strength of the punch attack used will determine how far from the wall Sadira lands; generally, you will want to use the Heavy version if you are trying to reach across the screen. The higher in the air Sadira is when you use it, the further each version will take her horizontally. From a double jump Web Cling, you can still throw out Widow's Bite or Widow's Drop to confuse your opponent and bait him or her into making a mistake.



SADIRA
STRATEGY

GENERAL OVERVIEW

Compared to the rest of the characters, Sadira's main strength is her air mobility. On the ground she isn't as fast as others, and she doesn't really have any attacks to keep opponents off of her once she gets knocked down. Blade Demon is a fairly good whiff punisher, but her options on the ground are primarily limited to Blade Demon and normal pokes. She also has no overhead normal attacks from the grounded position. With this in mind, the majority of Sadira's offense should come from the air. Focus on using her air double jump, Widow's Bite, and Web Cling to be unpredictable in your movement. There is very little risk of getting hit while in the air, as most big combo damage comes from getting hit while you are on the ground. Sadira exploits this better than any other character in the game thus far. Once you are knocked down, however, you must take great care in how you get off the ground again. Pay attention to how your opponent tries to capitalize after he or she knocks you down and change up your wake-up timing to throw your opponent off.

GROUND GAME

Sadira's strengths definitely lie in her air game; however, it is equally important to understand what she is capable of on the ground. Her standing Medium Punch is a deceivingly good poke and is positive on block. Her standing Heavy Kick is one of her best ranged normals, but when used up close it is punishable on block. Standing Heavy Punch and crouching Heavy Punch are equally useful and have good range, as the blades on her wrist extend past her hands.

Sadira's Blade Demon is one of her best tools on the ground, as it crushes low attacks and covers good distance. This is extremely useful against players who like to poke low. Light Blade Demon into Light Blade Demon is also useful against opponents who have a habit of trying to punish everything with a crouching Light attack. If your opponent attempts to do this, he or she will only have a 1-frame window to get the punish attempt in before your opponent get crushed by the second Light Blade Demon. For anti-air, Sadira has Recluse and Fang. Recluse is fantastic as an anti-air and works much more reliably. With Fang, you can jump cancel and go into a short juggle as well.

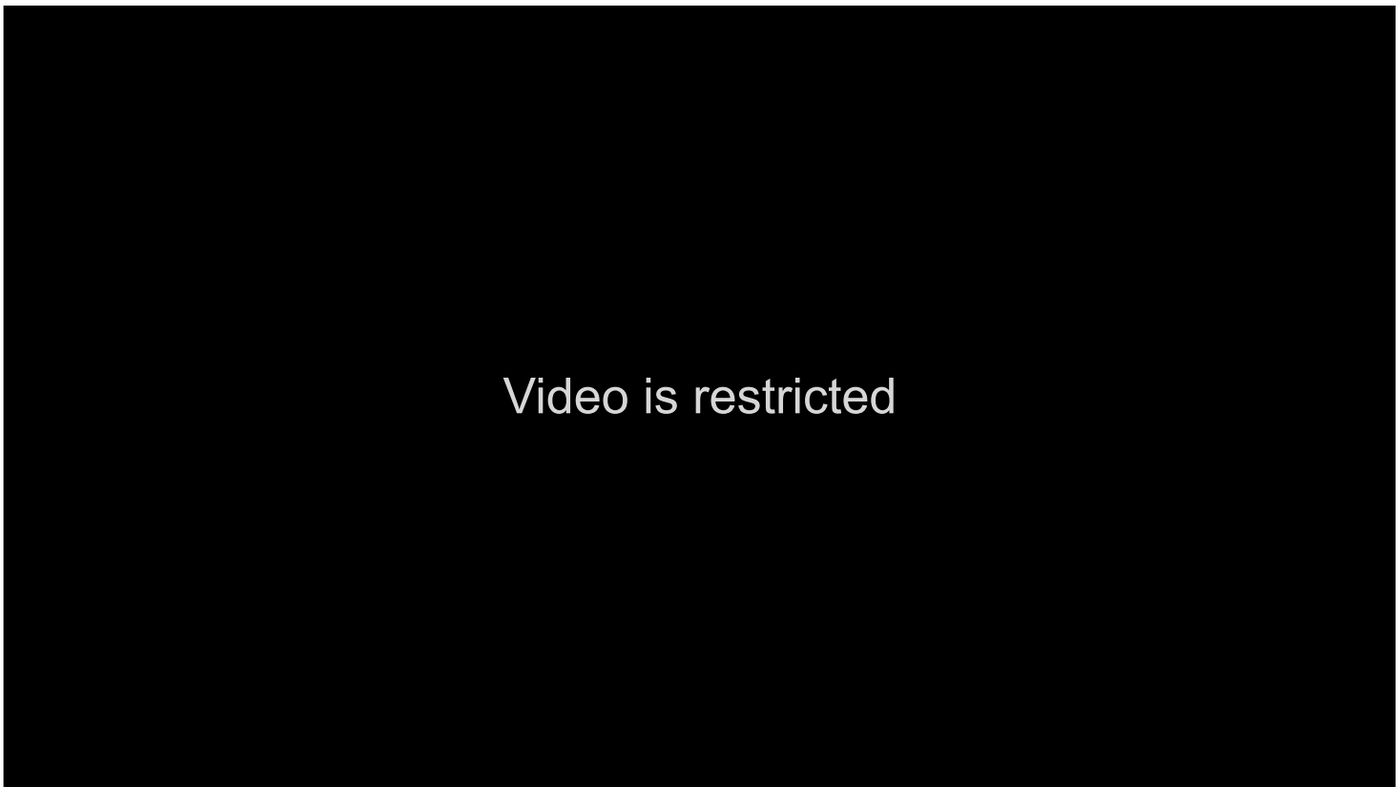
JUMP CANCEL

Sadira has the ability to jump cancel a few of her launcher attacks. She can jump cancel from Fang, Blade Demon Ender, and Shadow Recluse Ender, as well as from her regular throws. To jump cancel, hit an up direction after you connect with the move. This will cause Sadira to jump in the air after her opponent. You can choose whether you want to jump toward your opponent or away from your opponent. From this state you can perform a small juggle. All air attacks are not breakable in a combo, so it is free extra damage.

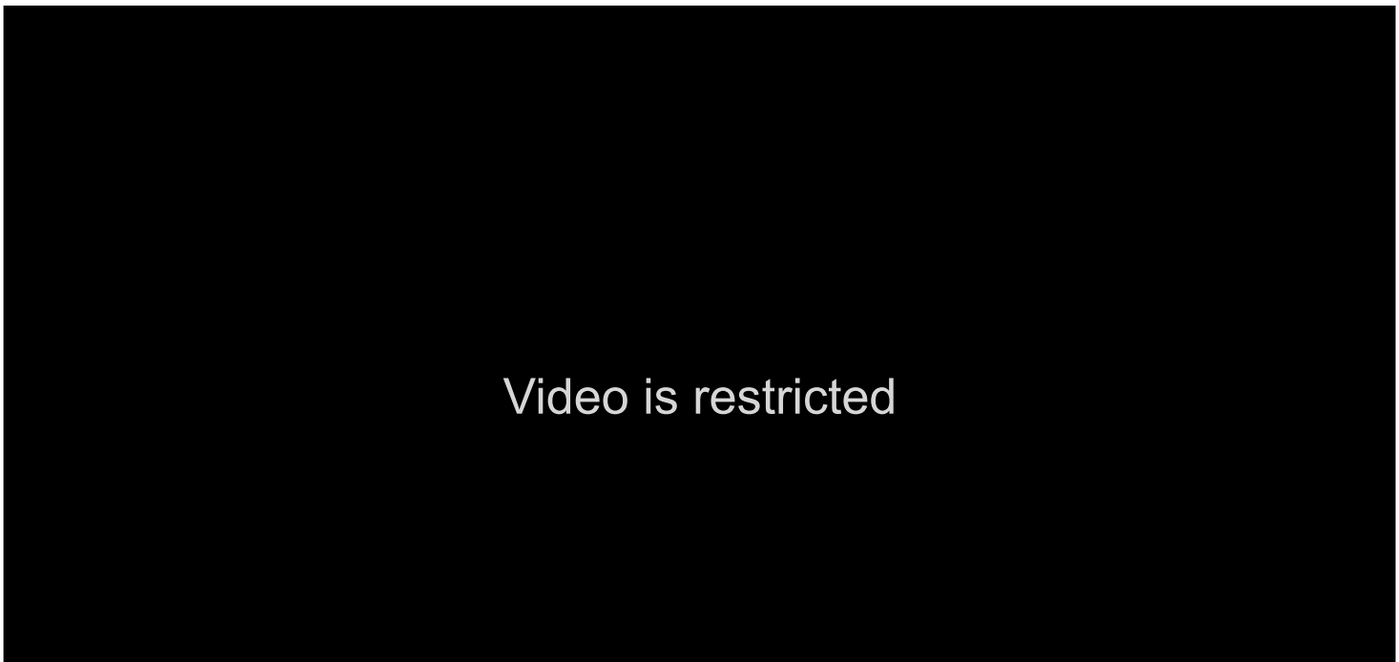
USING DOUBLE JUMP

Sadira is the only launch character with a double jump. Once in the air from your first jump, she can jump forward, backward, or directly upward for the second jump. If used correctly, this simple mechanic can grow your offense options significantly. This is a great tool to beat out opponents who are good at anti-air attacks or bad at blocking crossups.

If your opponent is using standing normals as an anti-air attack, a good strategy is to jump at your opponent, then as he or she goes for an anti-air attack, perform your second jump to make that attack whiff, then punish your opponent on the way down for a full combo.



When immediately beside an opponent, Sadira can jump over that opponent, then jump back to the original side to confuse the opponent's defense. Hit the opponent with this once, then the next time you jump over him or her, go for a crossup with jumping Heavy Kick without double jumping back to the original side! After knocking an opponent down, you can jump over his or her body, then double jump vertically up for a meaty ambiguous crossup attempt.



While double jump is an amazing tool in Sadira's arsenal, overuse can lead to predictability. Be sure to mix in single jump-in attacks as well.

AIR MOBILITY AND AIR LIMITATIONS

In addition to double jump, Sadira also gains air mobility from Widow's Bite variations, Web Cling variations, and Widow's Drop. The goal with all of these options is unpredictability. While there are limits to how many times you can use each of these tools from a single jump, it is possible to use all of them in one jump. For example, you can double jump vertically to gain height, then Heavy Web Cling, immediately throw a Medium Widow's Bite to send Sadira higher in the air toward your opponent, then Widow's Drop down on top of him or her.

To best utilize these options, it is important to understand their limitations. You can only throw one Widow's Bite in the air, the only exception being a Shadow Widow's Bite. You can only Web Cling once in the air. After you perform a Web Cling, you can use jump attacks or Widow's Drop, but you cannot air Special. After throwing any Widow's Bite, you cannot use your double jump. After a Light Widow's Bite, you cannot attack. After a Medium Widow's Bite, you can attack or Web Cling, but you cannot do another Widow's Bite. From Heavy Widow's Bite on block, you can still do your jump attacks on the way down, but you cannot do any air Special attacks.

Mix and match these options to confuse your opponent, and never let him or her know exactly where you will end up once you leave the ground.

INSTANT AIR WIDOW'S BITE / WEB CLING

Air attacks can be performed as close to the ground as possible by using a technique known in the fighting game community as the Tiger-Knee motion. Instead of the normal + attack, you would do + attack. You will need to learn the timing of exactly when to press the attack button. For instance, air Widow's Bite, the notation would be . For instant air Web Cling, the notation would be .

A Heavy instant air Web Cling can catch your opponent off guard if you attack with Heavy Punch off the wall. Note that from an instant air Web Cling, you will not be high enough off the ground to perform Widow's Drop.

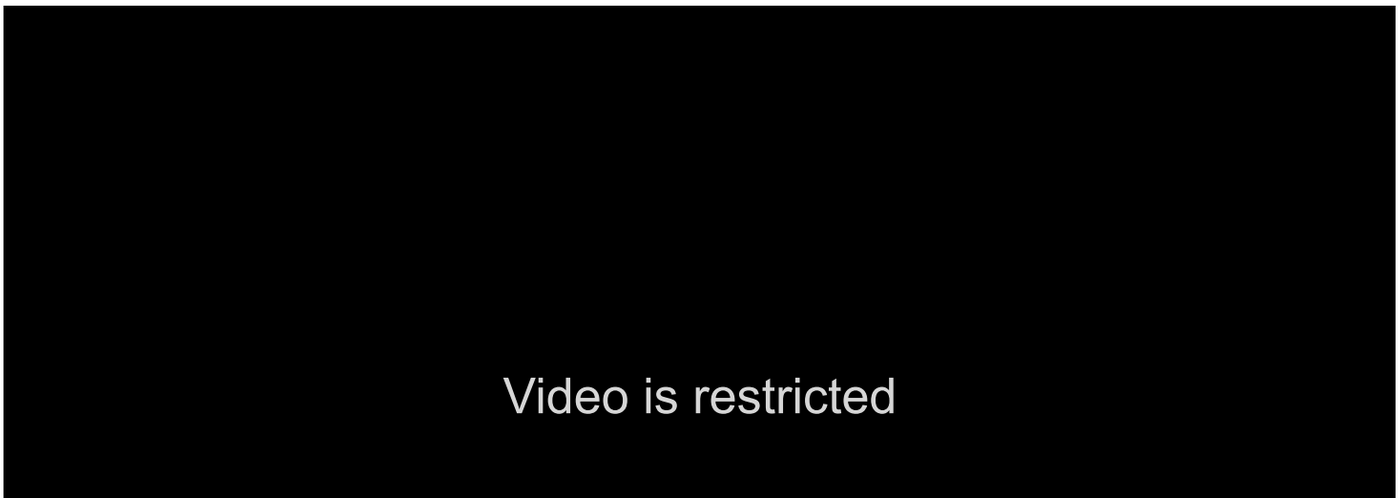
Tip

Since Sadira has a double jump, instant air attacks can also be used after a single jump! Practice this technique to perfect the height you need to be to land your Widow's Bites or to perform quicker further Web Clings!

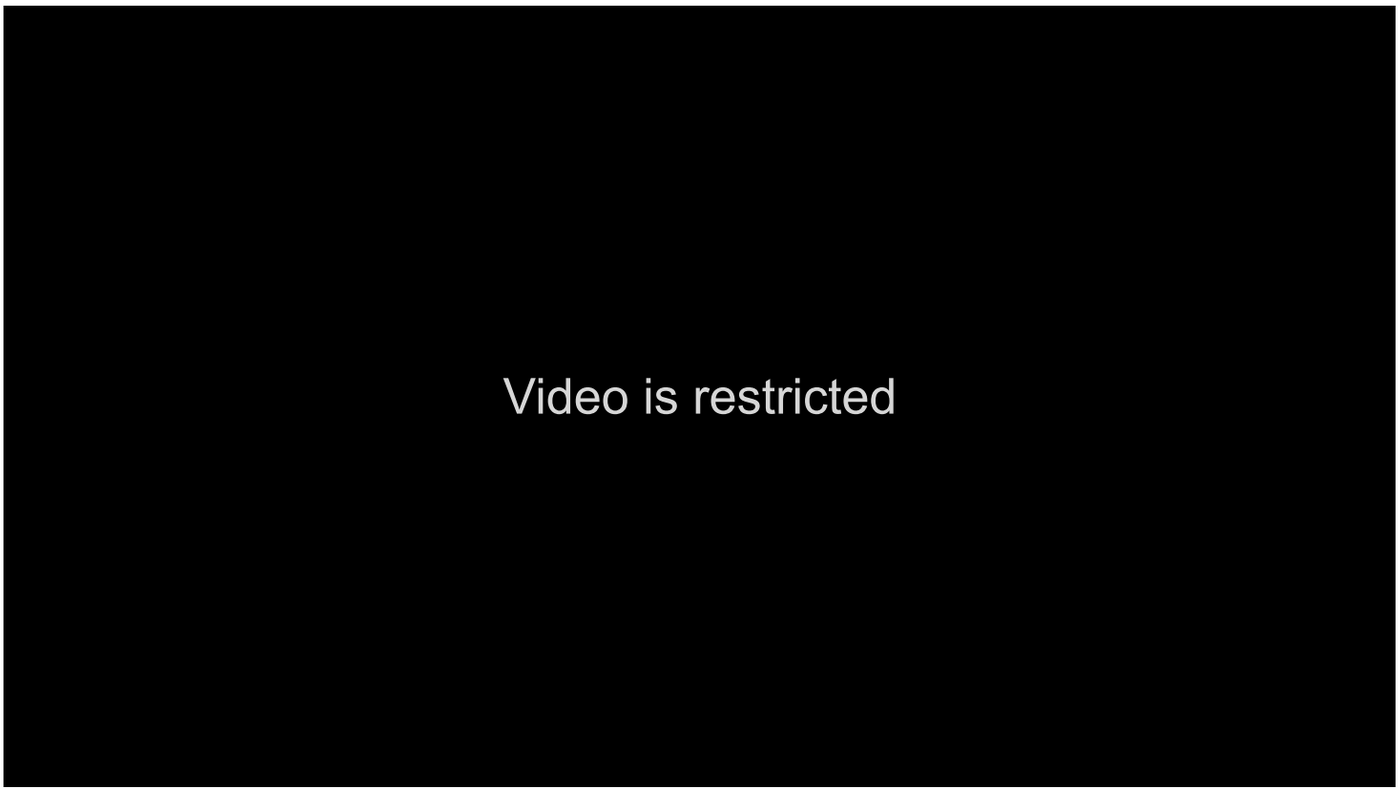
USING WIDOW'S BITE

Widow's Bite is the core of Sadira's zoning game, and it can be very frustrating for opponents to deal with. The Heavy variation is your best tool to run away from your opponent because Sadira jumps backward after releasing the projectile, but it also leaves her the most open to retaliation. Generally, you will need to protect yourself on block by either using Heavy Kick early to stop air-to-air attempts or using Heavy Kick or Widow's Drop much later to catch a dashing opponent.

The Medium variation is the most confusing for opponents to deal with, as it essentially gives Sadira an extra jump in the air. If used after a double jump, this technically gives her a triple jump. So, just when an opponent thinks he or she knows where you're going to land, throw out a Medium Widow's Bite, and Sadira goes higher and makes your opponent's life harder! Another confusing use for it is to forward jump, backward double jump, then Medium Widow's Bite.

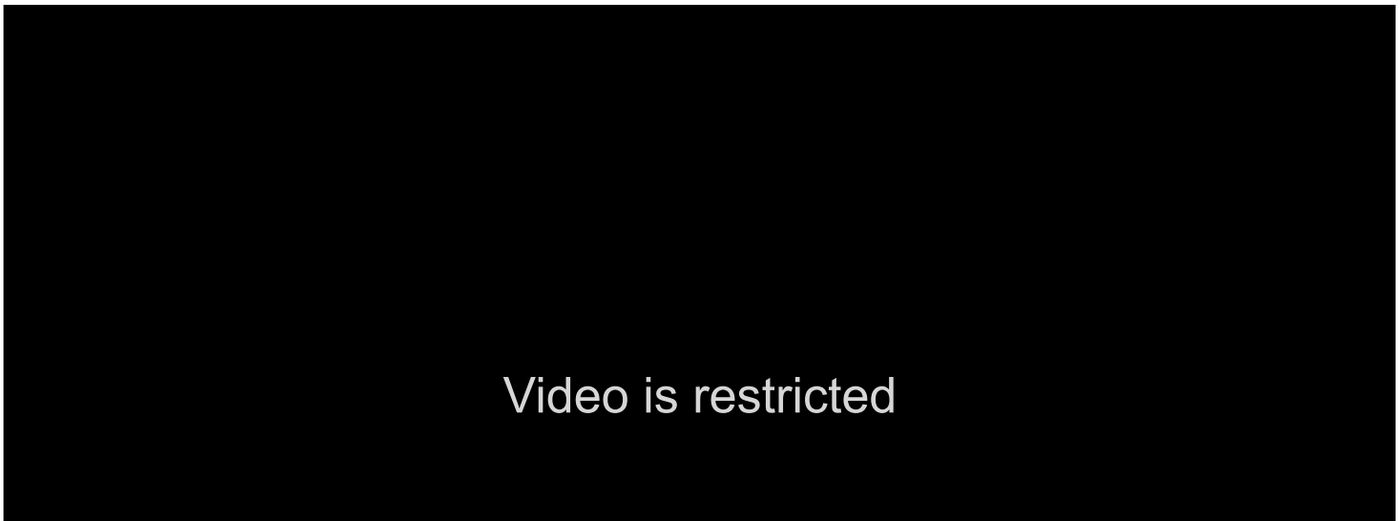


After you have conditioned your opponent to expect Medium and Heavy variations, switch to the Light Widow's Bite. Use it late in a jump toward your opponent, then immediately follow up with a crouching Light Kick. Your opponent is not likely to expect Sadira to land so quickly and will still be standing to block your jump in attacks. This leaves your opponent open to the crouching Light Kick into full combo.



COMBINING WIDOW'S BITE, WEB CLING, AND WIDOW'S DROP

One of the best uses for a Light Widow's Bite is after a double jump into Heavy Web Cling. With the right spacing and timing, you can release the Widow's Bite so it arrives on one side of the opponent while Sadira lands on the opposite side, free to attack with her crouching Light Kick. This all comes down to recognizing the required spacing. Once you get used to the spacing, you can confuse your opponent by using the Web Cling into Widow's Drop or a crossup attempt as well.



USING INSTINCT

Sadira's Web Traps can turn the tide of a match very quickly. The key ways to use the traps are as an offensive tool to keep yourself safe while attempting unsafe attacks, as a keep-out tool, and for juggles.

Using Web Traps as an offensive tool, place them at any time while you are attacking the opponent. Each Web Trap starts up in 11 frames, so you want to do it near the end of an attack's active frames, allowing you time to recover and attack again. This lets you to use longer range unsafe tools like Heavy Blade Demon or Recluse followed by a Web Trap to prevent your opponent from punishing you.

To use it as a keep-out tool, place the Web Trap in front of you slightly off the ground. Your opponent's only option to pass through is to attack it. You can stand inside it or slightly behind it and wait for your opponent's attack to hit the Web Trap but not you, then whiff punish them with standing Heavy Kick or Blade Demon. This works particularly well if you have a life lead and are trying to time your opponent out.

For juggles, the Web Traps allow for a lot of creativity but not a lot of damage. Each Web Trap adds a significant amount to the KV meter while not dealing a significant amount of damage. They are unbreakable in a combo, though, so you can time them in sequence while walking forward to take the remainder of someone's life. One of the best ways to maximize damage with it is to time Heavy Recluse followed immediately by a Web Trap. Then, wait for the Web Trap to pop and as they are falling, perform another Heavy Recluse followed by Web Trap, and repeat. Because they are all Special Moves, they are all unbreakable in combo.

It is also worth noting that Sadira is the only launch character with the ability to activate Instinct while in the air. So, while you are jumping around, if your opponent jumps to meet you in the air, you can activate Instinct in the air, drop a Web Trap to catch your opponent midair, then build a small juggle out of it.

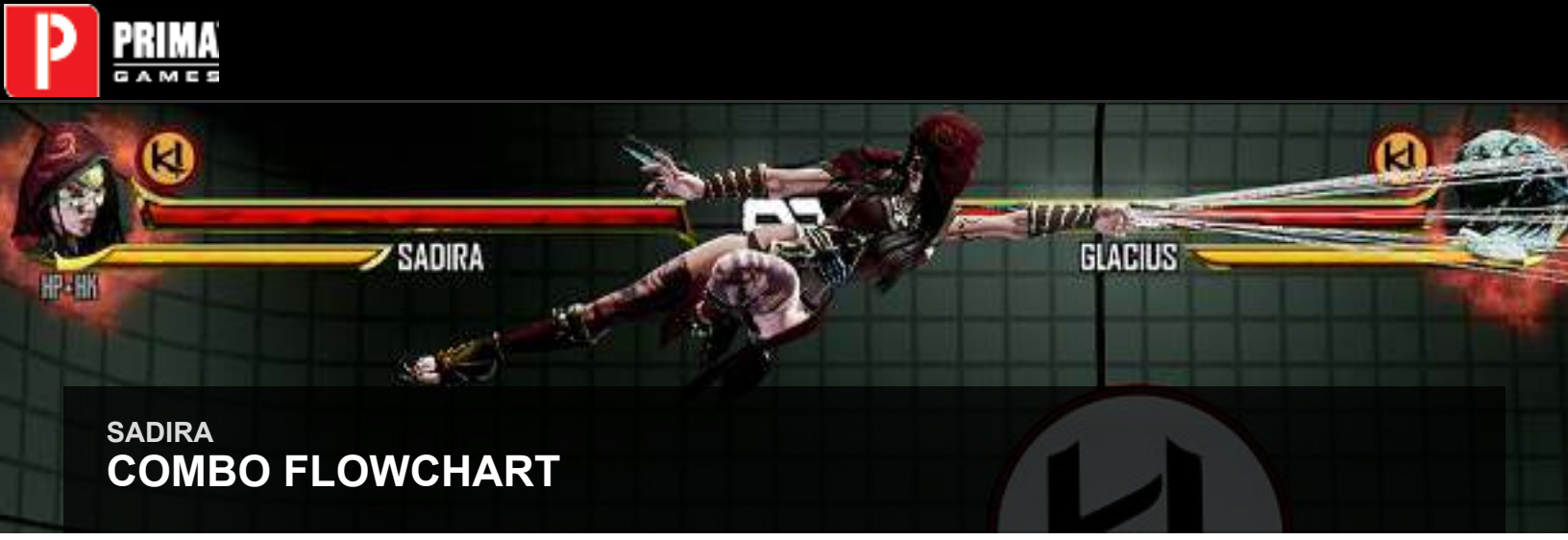
With her Instinct active, Sadira is able to jump cancel all normal attacks including Auto Doubles. This can be performed on both hit and block by hitting any upward direction. This makes her combos extremely tricky to break and gives her another tool to rush down her opponent with Instinct on. After performing one normal attack on hit or block, you can repeat normal attacks in quick succession by just holding any upward direction and any normal attack. Note that Heavy Punch and Light Kick are not good options as they have too much pushback and lack the range to do repeatedly. In combos, heavy attacks can be jump canceled into jump heavy attacks to continue the combo. Because you are airborne for jump attacks, they are unbreakable.

SADIRA

C-C-C-COMBO BREAKERS!

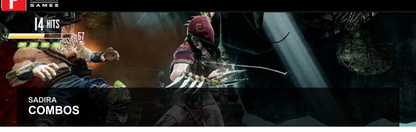
Here are Sadira's six Auto Doubles. Learn to tell them apart and break them accordingly!

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			



SADIRA

COMBO FLOWCHART



SADIRA
COMBOS

AIR CHAINS

Combo Example: (in air) , Medium Widow's Bite , , , Heavy Blade Demon

Combo Example: (in air) , , Medium Widow's Bite , , Shadow Widow's Bite , Heavy Recluse

Video is restricted

Description: One of Sadira's specific combo skills is that she can chain Light to Medium attacks in the air. So, if she meets someone air-to-air, or jump cancels a launcher and follows the opponent into the air, she can attack in sequence from Light to Medium with either punches or kicks. The first example shows a jumping Heavy Attack air-to-air canceled into a Medium Widow's Bite, followed by the air chain of , into a ground Blade Demon. Air attacks and grounded specials are not breakable; however, normal attacks from the ground on a juggled opponent can be broken. The second example shows an air-to-air attack combo that uses one stock of Shadow Meter.

Tip

Try delaying the second attack in your air chain to connect lower to the ground so you can follow up with a ground Special attack like Blade Demon or Recluse!

ANTI-AIR

Combo Example (2 Meter): Fang Jump Cancel Instant Air Shadow Widow's Bite Fang Jump Cancel Instant Air Shadow Widow's Bite Fang Jump Cancel Instant Air Heavy Widow's Bite

Combo Example (1 Meter): Fang Jump Cancel , , Shadow Widow's Bite Fang Jump Cancel , , Heavy Widow's Bite

Video is restricted

Description: This is a fairly strong anti-air combo that only requires one stock of Shadow Meter. The second combo takes off over a quarter of your opponent's life from just hitting one anti-air. It does, however, require two stock of Shadow Meter. It is only shown here to highlight the potential of instant air attacks out of a jump cancel.

COMBO FROM THROWS

Combo Example: Throw Jump Cancel , , Shadow Widow's Bite Fang Jump Cancel Instant Air Shadow Widow's Bite Heavy Recluse

Video is restricted

Description: Sadira has one of the best throws in the game, and with meter you can get a solid chunk of damage for it. Similar to her anti-air Fang combo, this combo utilizes Shadow Widow's Bite followed by Fang. Note that since Fang is a ground normal attack being used in the combo, it can be Combo Broken. As your opponent is in a juggle state, however, this is a good place to go for a Counter Breaker, as you are at minimal risk if the Counter Breaker whiffs.

LOCKOUTS

Lockout Combo Example: Jump in Heavy Kick Opener , (LOCKOUT) Heavy Recluse Linker , , , Heavy Recluse Linker Recluse Ender Fang Jump Cancel , , Heavy Widow's Bite

Video is restricted

Description: This combo follows the general rule of three attacks for a normal lockout. In this case, since your opponent locked out on your Auto Double, you get a free Heavy Linker, Heavy Auto Double, and another Heavy Linker. For Sadira specifically, use Recluse Linker's for more damage. If you end with Recluse Ender, you can follow up with a juggle from Fang to maximize your damage output.

Counter Breaker Combo (with Meter): Jump in Heavy Kick Opener , (COUNTER BREAKER) Shadow Blade Demon , , Heavy Recluse Linker , , Recluse Ender Fang Jump Cancel , , Heavy Widow's Bite

Video is restricted

Description: During a Counter Breaker, use the extra time to use a Shadow Blade Demon. The Heavy Punch Auto Double is followed by the Heavy Recluse Linker to maximize damage. If at this point you try to use a Heavy Auto Double again, your opponent will be able to break the second hit. Instead, go for a Medium Kick, as you will get both hits in, allowing you to get to the Ender before the lockout expires.

ULTRA COMBO: 108 Hits

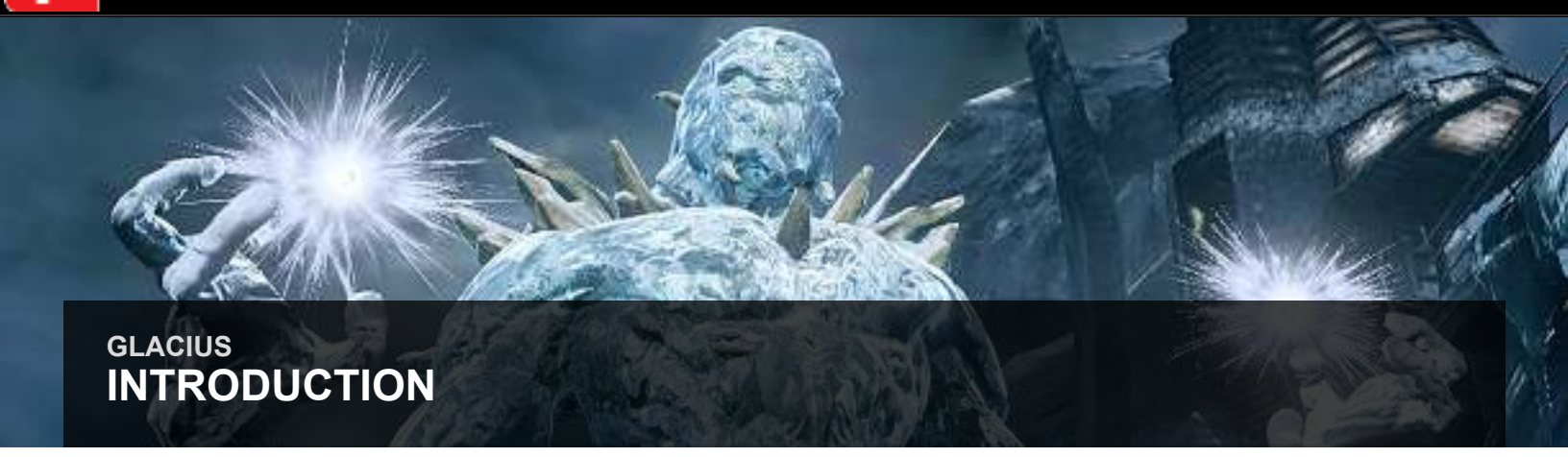
Combo Example: JUMP IN , , , Heavy Blade Demon Linker , , Heavy Blade Demon Linker , , , Heavy Blade Demon Linker , , Shadow Blade Demon Linker , Shadow Blade Demon Linker , (28 hits) ULTRA ,

INSTINCT CANCEL (at 42 hits)

, , , Heavy Blade Demon Linker , , Heavy Blade Demon Linker , , Heavy Blade Demon Linker , , , Heavy Blade Demon Linker , Shadow Demon Blade Linker , Shadow Demon Blade Linker , ULTRA (at 72 hits, goes to 97 hits) , Shadow Recluse , Shadow Recluse , Jump Cancel , ,

Video is restricted

Description: Because Sadira does not have a wall splat Ender and because her Ultra uses Web Traps, it is much harder to find longer Ultra combos for her. Wall splat Enders usually give 5 extra hits, and the Web Traps in her Ultra increase the KV in the combo, preventing you from following up after the second Ultra. In the second Ultra, it looks like an extra Auto-Double could fit in. But if you did this, then the second Ultra would pop from the Web Traps, and you wouldn't be able to extend the combo with Shadow Recluse.



GLACIUS
INTRODUCTION

Glacius is the best long-ranged fighter in Killer Instinct. He possesses long-ranged attacks and unblockables that can hit his opponent from almost anywhere. His long-ranged abilities come at a price, however, as Glacius has no forward or back dash. When he enters Instinct Mode, he switches gears and is able to change up his play style to be offensive, allowing him to change the pace of the match at a moment's notice.

INSTINCT MODE

Glacius gains one of the most powerful abilities in the game when he enters Instinct Mode: Ice Armor. Glacius absorbs a hit without causing a reaction; however, Glacius does take full damage from the attack he absorbs. After absorbing an attack with Ice Armor, the armor falls away, leaving a cool down for 2 seconds as it regenerates. Glacius can regenerate his Ice Armor as many as 5 times while he is in Instinct Mode.

QUICK REFERENCE

Name	Move
COMMAND NORMALS	
ICE LANCE	
ICE PICK	
SPECIALS	
HAIL	
COLD SHOULDER	
PUDDLE PUNCH	
SHATTER	
OPENERS	
ICE LANCE	
HAIL	
COLD SHOULDER	
PUDDLE PUNCH	or
SHATTER	
SHADOW COLD SHOULDER	x2
SHADOW HAIL	x2

Name	Move	Description
LINKERS		
COLD SHOULDER	/ or Hold /	Carry Linker
PUDDLE PUNCH	/ or Hold /	Damage Linker
SHATTER	/ or Hold /	Range Linker
SHADOW COLD SHOULDER	x2	Shadow Carry Linker
SHADOW HAIL	x2	No Special Characteristics
ENDERS		
HAIL		Ground Bounce Ender
COLD SHOULDER		Carry Ender
PUDDLE PUNCH		Damage Ender
SHATTER		Range and Battery Ender
SHADOW SHATTER	x2	Range Shadow Ender
SHADOW PUDDLE PUNCH	x2	Damage Ender
SHADOW ATTACKS		
SHADOW HAIL	x2	
SHADOW COLD SHOULDER	x2	
SHADOW PUDDLE PUNCH	x2	
SHADOW SHATTER	x2	
FINISHERS		
ULTRA		

GLACIUS
NORMAL ATTACKS

STANDING NORMALS

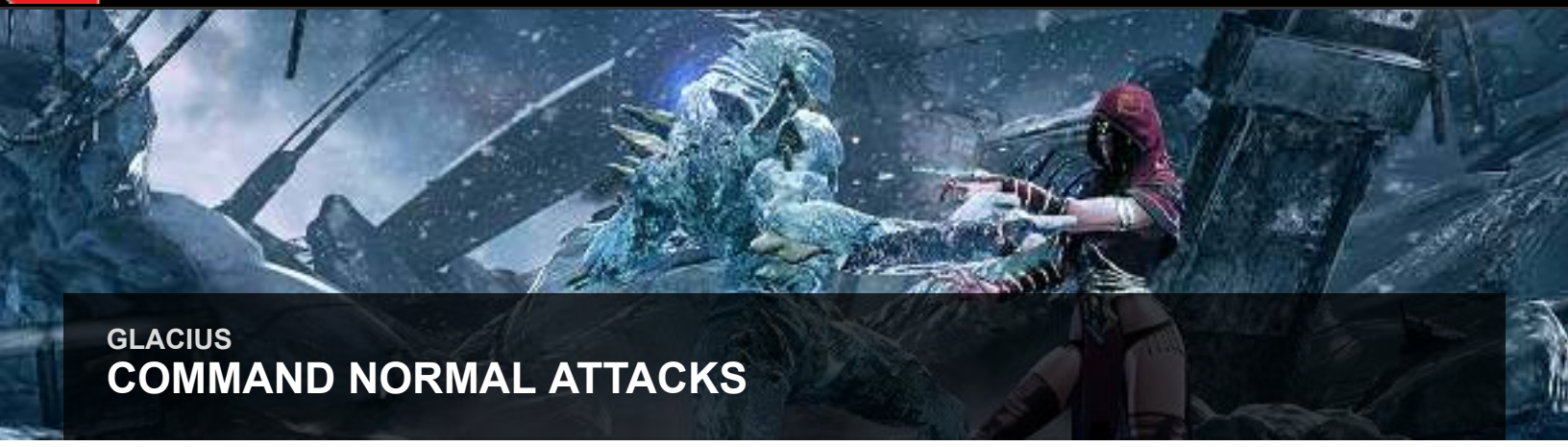
#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Standing	Mid	5	6	2	12	2	-2	
2	Standing	Mid	10	8	2	21	1	-3	
3	Standing	Mid	18	11	3	26	-3	-7	
4	Standing	Mid	5	6	2	14	0	-3	
5	Standing	Mid	10	10	2	19	1	-3	
6	Standing	Mid	18	12	3	28	-3	-8	

CLOSE STANDING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Close Standing	Mid	10	7	2	17	1	-2	
2	Close Standing	Mid	15	9	3	24	-1	-5	
3	Close Standing	Mid	5	6	2	13	1	-2	
4	Close Standing	Mid	10	7	2	13	3	1	
5	Close Standing	Mid	15	9	3	17	1	-2	

CROUCHING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching	Mid	5	5	2	11	2	1	
2	Crouching	Low	10	7	2	19	-1	-2	
3	Crouching	Mid	15	11	3	21	-3	-8	
4	Crouching	Low	5	6	2	13	1	0	
5	Crouching	Mid	10	8	3	18	2	-1	
6	Crouching	Low	18	9	3	28	KD(53)	-11	Sweep, hard knock down



GLACIUS
COMMAND NORMAL ATTACKS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Ice Lance	Mid	10	9	3	28	-6	-8	
2	Ice Pick	Mid	18	10	3	26	NA	-7	LAUNCH

Ice Lance

Command:

Hit Level: Mid

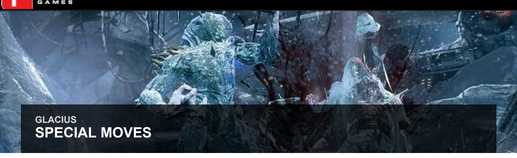
Description: A lance of ice extends forward from Glacius's arm. Ice Lance can be used as an Opener and/or canceled into Special attacks. This attack is combo punished when blocked at closer ranges.

Ice Pick

Command:

Hit Level: Mid

Description: An anti-air attack in which Glacius stabs upward with a spike of ice that forms from his hand. This attack is combo punished when blocked.



GLACIUS
SPECIAL MOVES

Hail

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Hail	Mid	16	15	NA	29	NA	NA	
2	Medium Hail	Mid	16	15	NA	29	NA	NA	
3	Heavy Hail	Mid	16	15	NA	29	NA	NA	
4	Shadow Hail	Mid	12,12,12,12,12	4,1	NA	36	NA	NA	

Commands

Ender:

Shadow Attack: x2

Hit Level: Mid

Description: A ball of hail is summoned and flies toward the opponent at various trajectories. Hold attack button to hold projectile in place before release (up to 4 seconds).

Ender

Causes a ground bounce, which can be followed up on.

Shadow Attack

Five balls of ice sweep down in front of Glacius.

Cold Shoulder

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Cold Shoulder	Mid	10	9	4	27	1	-3	1-11 LOW INV
2	Medium Cold Shoulder	Mid	12	11	5	28	3	-4	1-11 LOW INV
3	Heavy Cold Shoulder	Mid	15	13	6	29	5	-7	1-11 LOW INV
4	Shadow Cold Shoulder	Mid	6,6,6,6,18	3,2	1	22	5	-6	1-11 PROJ INV, 1-11 LOW INV

Commands

Opener:

Linker: / or Hold /

Ender:

Shadow Attack: x2

Hit Level: Mid

Description: Glacius charges forward with his shoulder. At close range, Light and Medium Cold Shoulder is only punished by the fastest attacks, and Heavy Cold Shoulder is combo punished. All strengths of Cold Shoulder are safe from the attack's maximum range.

Linker

Cold Shoulder is Glacius's carry Linker, quickly pushing the opponent toward the corner.

Ender

Cold Shoulder is Glacius's carry Ender, knocking the opponent away. This Ender will cause a wall splat when near a corner.

Shadow Attack

Shadow Cold Shoulder is a multi-hitting attack with complete projectile invulnerability. This attack is combo punished when blocked.

Puddle Punch

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Puddle Punch	Mid	16	14	4	33	1	-14	1-11 INV
2	Medium Puddle Punch	Mid	19	15	4	35	0	-16	1-11 INV
3	Heavy Puddle Punch	Mid	26	16	5	39	NA	-18	1-11 INV
4	Shadow Puddle Punch	Mid	8,8,8,8,24	1,8	3	24	5	-10	1-8, 12-28, 32-48, 52-69, 73-89 INV,

Commands

Opener: /

Linker: / or Hold /

Ender:

Shadow Attack: x2

Hit Level: Mid

Description: Glacius melts into the ground and rises up with an uppercut. This move is invincible during the first several frames of the attack. or can be used as an Opener; knocks the opponent down. This attack is full combo punished when blocked.

Linker

Puddle Punch is Glacius's damage Linker, inflicting slightly more damage than any of his other Special attacks when used as a Linker.

Ender

Puddle Punch is Glacius's damage Ender, focusing on flat damage but not allowing for a follow-up.

Shadow Attack

Multiple Puddle Punches that can hit up to 5 times. Can be used as an Opener or Linker. Invulnerable during the "melting" parts of the attack.

SHATTER

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Shatter	Mid	16	27	2	16	6	6	UNBLOCKABLE
2	Medium Shatter	Mid	16	27	2	16	6	6	UNBLOCKABLE
3	Heavy Shatter	Mid	16	27	2	16	6	6	UNBLOCKABLE
4	Shadow Shatter	Mid	8,8,8,8,24	1,13	2	18	NA	-2	LAUNCH

Commands

Opener:

Linker: / or Hold /

Ender:

Shadow Attack: x2

Hit Level: Unblockable

Description: Glacius summons an unblockable burst of energy at a specific location. The strength of the button used determines the location of the attack.

Linker

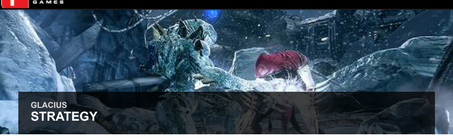
Shatter is Glacius's ranged Linker, allowing him to extend combos from far ranges.

Ender

Shatter is Glacius's battery Ender, slightly building Shadow Meter. This attack is also a ranged Ender, allowing Glacius to end combos from far ranges.

Shadow Attack

Glacius summons several jagged shards of ice that appear beneath the opponent. This attack is safe when blocked.



GLACIUS
STRATEGY

Fighting from Up Close

Ideally, no opponents would get anywhere near Glacius until you decide to activate Instinct Mode and take the fight to them; however, the reality is that there will be times when an aggressive foe gets in and applies heavy pressure. Since Glacius has no back dash, you will have to learn how to poke your way out. Almost all of Glacius's in-close standing and crouching normals leave him at a disadvantage, some of which are actually combo punished. When you find yourself in close combat with an opponent, crouching Light Punch is your best poking and punishing tool. As a poking tool, Crouching Light Punch has decent range, comes out in 4 frames, is + 2 advantage on hit, and is +1 advantage on block. This allows you to poke with a quick ranged attack to get some breathing room.

From sweep range, standing Light Kick, standing Medium Kick, and standing Medium Punch become your best normal attack options. When outside of sweep range, standing Heavy Punch becomes the best normal attack option.

After any of these normal attacks are blocked, cancel into your Shatter unblockable attack. If the opponent remains blocking, Shatter connects, giving you a combo opportunity. The opponent is now forced to counter attack, jump, dash, etc. to avoid the unblockable. This is when you cancel the normal attack into Hail or Cold Shoulder, which will hit the opponent as they attempt to avoid the unblockable Shatter.

Ranged Combos

Glacius has the ability to combo his opponent from anywhere on the stage; however, he is limited to his options when using ranged combos. In a long-ranged combo, the only Linker he can use is Shatter. His ranged Light, Medium, and Heavy Auto Doubles also do different things. Lights pull the opponent closer, Mediums keep the opponent in his or her current position, and Heavys push the opponent farther away. For an Ender, you must use Shatter, as it's the only Ender that works in a ranged combo. During long-ranged combos, you also lose the use of a Shadow Linker because neither Shadow Cold Shoulder nor Shadow Hail will reach your opponent. Basically, long-ranged combos can only be linked and ended with Shatter.

Counter Breaking during Ranged Combos

One of the biggest advantages of Glacius's ability to use ranged combos is the risk-free Counter Breaker. When using ranged combos, your opponent can still perform a Combo Breaker, even when being hit with a combo from across the screen. Glacius can attempt a Counter Breaker; however, without opening himself up to a combo because, while both Combo Breaker and Counter Breaker vacuum both characters close to one other, the Counter Breaker attempt does not. Should Glacius miss his Counter Breaker attempt during a ranged combo, Glacius and his opponent remain in their current positions on the stage. This allows Glacius to recover from the missed Counter Breaker long before the opponent can get close enough to punish him.

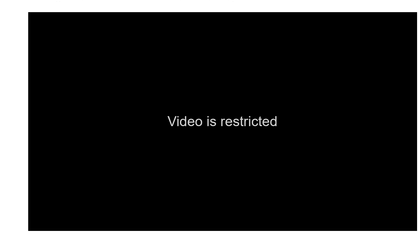
Glacius's Jumping Attacks

Glacius has tremendous range on his jumping Kick attacks. He can use jumping Medium and Heavy Kick attacks to knock opponents out of the air from far ranges, or he can land jumping attacks on opponents from ranges well outside their reach. Glacius can actually land these jumping attacks from far range and still combo his opponent.

Using Throw Combos

Glacius has the ability to combo off of his throw after throwing an opponent into a corner. This makes him especially dangerous, because a throw that leads to a damaging combo opens up devastating strike/throw mix-ups. A great set up for this is to end corner combos with a wall splat. After the wall splat, either throw the opponent for a throw combo or attack that opponent as he or she attempts to tech what your opponent believes will be a throw attempt.

Ending Close Combos For a Pressure Set Up:



Glacius is able to end combos with his Hail Ground Bounce ender for a juggle ending with a cancel into Hail. By holding the Hail in place, it hovers next to your opponent until you decide to release it. By releasing the Hail as the opponent begins to get up, you force them to block the Hail, allowing you offensive pressure.

Using Ice Pick

When opponents get into closer range, Glacius's jump can be too slow to get into the air fast enough to use his jumping attacks as an anti-air. Once an opponent gets within his or her jumping attack range, Ice Pick will easily anti-air that opponent every time. Ice Pick is one of the most consistent anti-air attacks in the game.

Using Ice Iance

Ice Lance is Glacius's attack with the most range. This attack is considered a combo Opener, allowing you to go right into an Auto Double anytime the attack hits. Constantly having Hail on the screen while poking with Ice Lance is one of the hardest and most frustrating things for an opponent to get through. Ice Lance is safe when blocked from a distance but can be made safe from close range when Hail is released behind it.

Using Hail

Anytime Hail hits, your opponent is open to a combo. Glacius should have Hail on the screen at almost all times; Light Hail will stay close, Medium Hail travels just past half-screen, and Heavy Hail will reach full-screen. Glacius can cancel into Hail from any normal attack and, when combined with the range of some of his attacks like Ice Lance, allows for serious pressure and traps when you have an opponent cornered. You can also hold the Hail in place by holding down the button, then releasing it to send the Hail down toward your opponent and still be able to attack while Hail is in place. Hail can be held for up to, but no longer than, 4 seconds. Defensively, you can use Hail to protect yourself against aggressive opponents when they attempt to get in close. Even if Glacius is hit, Hail can still hit the opponent and knock him or her out of his or her attacks and, in some cases, allow Glacius to recover in time to start a combo of his own. Hail is also used to prevent opponents from punishing your unsafe attacks. As your opponent attempts to punish you, the Hail follow-up will hit that opponent, giving you a combo. When far away from Glacius, opponents will sometimes try to jump over Hail as it approaches, in an attempt to close space on Glacius. This is where you punish them with your long-ranged jumping Heavy Kick, knocking them out of the air.

Using Cold Shoulder

The distance this attack travels depends on the strength of the attack button used. When blocked at close range, all three versions of this attack are combo punished. When used with Hail or done at or near maximum range, however, this attack becomes safe when blocked. Since Glacius has no way to close distance quickly due to his lack of a forward dash, Cold Shoulder is the attack to use when you want Glacius to bully his way in. Cold Shoulder is the go-to attack after Glacius has activated Instinct. Using his Ice Armor, Glacius can then Cold Shoulder right through his opponent's attacks for a combo Opener. One of the best things about this attack is that it is invulnerable to low attacks. This is especially helpful when opponents are attempting to use fast low pokes to pressure or keep you out. Cold Shoulder is a move you can use almost at will when spaced properly, used with Hail, or used during Instinct.

Using Puddle Punch

Puddle Punch is invulnerable to all attacks on startup. This means Glacius is completely invincible to all attacks as he transforms into the ice puddle and can only be hit when he is on his way back up. The Light and Medium versions of this attack are Openers, and the Heavy version causes a knockdown. While this attack is extremely unsafe when blocked, it's an attack opponents must respect because it allows Glacius to escape pressure situations with an invulnerable Opener.

Using Shatter

Shatter is an unblockable combo Opener. There are three ranges of the attack: Light Shatter appears directly in front of you, Medium Shatter appears at half-screen, and Heavy Shatter reaches close to full-screen. Glacius can cancel into Shatter from any normal attack and catch opponents off guard. You can go into a combo anytime this attack hits, even if your opponent is across the screen. Correctly predicting where your opponent will be on the screen is the key to this attack. When you use this correctly with all of Glacius's tools, opponents will have a very hard time trying to approach through an obstacle course of long-ranged attacks, Hail, attacks that go through lows, and an unblockable Opener that can hit almost any point of the stage. Though this attack is unblockable, it becomes blockable if used while your opponent is still in block stun from blocking a Hail attack. By timing Shatter to connect just as the opponent comes out of the Hail block stun, however, the attack will remain unblockable.

Shatter is one of the most freestyle attacks in the game, meaning that you can make up your own setups for it on the fly. Shatter setups include: after a blocked jumping attack, after a blocked Hail/Shadow Hail, after any normal attack, etc. The setups are nearly limitless and are subject to the creativity of the player. The only way to avoid Shatter setups is to jump, dash/back dash, and counter attack before the attack hits. This allows Glacius to cancel into other attacks such as Hail/Shadow Hail or Cold Shoulder, which will hit the opponent as they attempt to escape the Shatter setup.

Using Shadow Attacks

- Shadow Hail is one of your best up-close tools. When Shadow Hail hits, it guarantees a combo Opener. When Shadow Hail is blocked, Glacius is at advantage and can go on the offensive, making it a great up-close option. You can use Shadow Hail to make any normal or special attack advantage on block by canceling out of the attack into Shadow Hail. This allows you to take unsafe attacks such as Puddle Punch and Cold Shoulder and make them offensive tools by canceling into Shadow Hail. Shadow Hail can also be a Shadow Linker inside of close combos as one that's tricky to break, making it a good tool for hunting a lockout.

- Shadow Cold Shoulder has low and projectile invulnerability. Thus, not only can Glacius go through low attacks, but he can also go through projectiles with a fast combo Opener.

- Shadow Puddle Punch is used almost exclusively as a damaging combo Ender in short combos. Glacius can end in-close combos quickly with his Shadow Puddle Punch and net damage near 40%.

- Shadow Shatter has two uses: first, it's an attack that will hit the opponent anywhere on the stage in that opponent's current position; second, it's a follow-up to ranged juggle combos.

Using Instinct

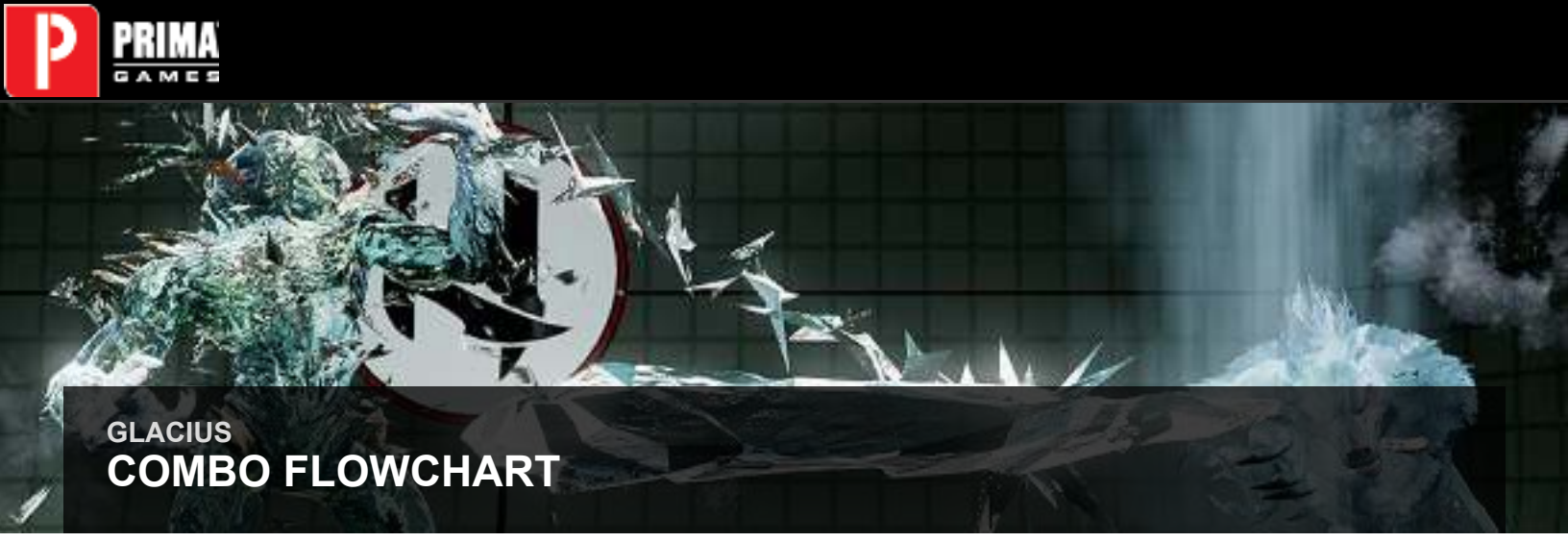
When Glacius activates Instinct, he gains the Ice Armor ability. This allows him to attack or throw through single attacks, making it very risky to attack or counter-attack him while he is in Instinct Mode. Activating Instinct allows Glacius to switch up his play style to more of an aggressive/pressure style, capitalizing on his opponent's unwillingness to counter-attack. A good time to activate Instinct is when you find yourself caught in pressure situations, and you need to turn the tables on your opponent by becoming the aggressor yourself. Another good time to activate Instinct is after knocking your opponent down or when you have your opponent cornered, allowing you to apply heavy pressure.

GLACIUS

C-C-C-COMBO BREAKERS!

CLOSE AUTO DOUBLES			
Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			

RANGED AUTO DOUBLES			
Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Ranged Punches and Kicks			

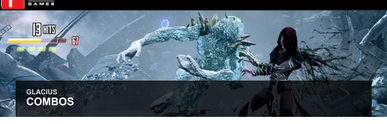


GLACIUS

COMBO FLOWCHART

CLOSE COMBO FLOWCHART

RANGED COMBO FLOWCHART



GLACIUS
COMBOS

Backward Throw Combo

Video is restricted

Combo Example: (With your back to the corner, throw the opponent toward the corner) Ice Lance Heavy Cold Shoulder Linker Hail Ender Hail

Description: After throwing your opponent backward into the corner, you will need a long-ranged attack in order to capitalize on your throw's combo opportunity. Use the long range on your Ice Lance to convert the backward throw into that combo opportunity. In this combo, rather than go for raw damage you opt for a pressure set up that will allow for offensive follow ups as your opponent gets up.

Forward Throw Combo:

Video is restricted

Combo Example: (With the opponent's back to the corner, throw the opponent forward) Heavy Cold Shoulder Linker Shadow Puddle Punch Ender Heavy Puddle Punch

Description: In this combo, you have your opponent's back to the wall and throw him or her forward, giving more options because you are still right next to your opponent. At this range you can follow up with any normal attack to keep your opponent guessing and to avoid getting combo broken. In this combo you decide to end with damage rather than ending for a pressure set up.

Using Shadow Puddle Punch for Short Damaging Combos

Video is restricted

Combo Example: (Release Hail) Heavy Cold Shoulder Shadow Puddle Punch Ender Ice Lance

Description: In this combo, you release Hail as you execute your Heavy Cold Shoulder. Follow up Cold Shoulder with Auto Double, then go into your Puddle Punch damage Ender and finish off the launched opponent with your Ice Lance. This is a very short combo that still does great damage by ending with your Shadow damage Ender. The reason Hail starts is to ensure Cold Shoulder stays safe if blocked. Having to block the Hail following behind you also ensures your opponent has to keep blocking, giving you more time to recover and the option to either retreat or go on the offensive while your opponent is coming out of his or her block stun.

Safe Counter Breaker Attempt

Video is restricted

Combo Example: Heavy Shatter Heavy Shatter Linker (Counter Breaker) Heavy Puddle Punch Linker Heavy Puddle Punch Linker Puddle Punch Damage Ender

Description: The video example begins by showing a missed Counter Breaker while performing a ranged combo. This is to show just how far the opponent is after the failed Counter Breaker. Basically, Glacius can avoid being punished for a missed Counter Breaker while performing ranged combos. This allows you to abuse damaging Heavy Auto Doubles and Heavy Linkers in ranged combos because your opponent knows you can Counter Break with no risk.

Ranged Combos

Video is restricted

Combo Example: (Opponent hit by Hail) Ice Lance Heavy Shatter Linker Heavy Shatter Linker Shatter Ender

Description: The opponent is hit by Hail as he or she tries to advance toward you. After the Hail hits, follow up with a guaranteed Ice Lance and go into a ranged combo. Remember, abusing Heavy attacks are the way to go during ranged combos. It's the most damaging option, putting your opponent in a "must-break" position while you have no risk in Counter Breaking.

Unblockable Combos

Video is restricted

Combo Example: (Hail held in place) Ice Pick Medium Shatter (release Hail) Heavy Shatter Linker Heavy Shatter Linker Shatter Ender

Description: The video example begins with one of several ways Glacius can set up his unblockable Shatter attacks. It starts off poking with Ice Lance, which is canceled into Heavy Hail that is held in place. While holding Hail in place, follow up with another Ice Lance canceled into Medium Shatter. Just as you cancel into Shatter, release the Hail and continue your combo. This unblockable set-up allows your opponent to see you cancel into Hail from Ice Lance, but because you held Hail in place, your opponent will hesitate to attempt to advance toward you. Instead, he or she will remain away from you, allowing you to again poke with the long range of your Ice Lance attack. Cancel into Medium Shatter from the Ice Lance, which is unblockable, giving you a combo Opener. Your opponent gets hit with the unblockable Shatter because your opponent was respecting your option to release the Hail after poking with your Ice Lance. Even if your opponent was expecting the unblockable or he or she reacted to it, you have Hail as a safety-net to keep yourself safe.

Ultra: 111 Hits

Video is restricted

Combo Example: Shadow Cold Shoulder Heavy Puddle Punch Linker Heavy Puddle Punch Linker Heavy Puddle Punch Linker Heavy Puddle Punch Linker Cold Shoulder Ender (wall splat) Shadow Cold Shoulder Ultra

Instinct Cancel on hit 49

Shadow Cold Shoulder Heavy Puddle Punch Linker Heavy Puddle Punch Linker Heavy Puddle Punch Linker Heavy Puddle Punch Linker Heavy Puddle Punch Linker Ultra Shadow Shatter (Ultra Cancel)

THUNDER
INTRODUCTION

At his core, Thunder is a grappler. His goal is to knock his opponent down, then force a strong guessing game between his command grab and combo Openers from that point on. Some may claim that a grappler doesn't fit into a combo heavy game like *Killer Instinct*, but Thunder's unique combo mechanics and Instinct Mode make up for this. One of the slowest characters in the game, Thunder's mobility is an issue ... until he activates his Instinct Mode, that is. Then he becomes a grappler who can dash through attacks to put the pressure on up close.

INSTINCT MODE

With Instinct activated, Thunder gains a Spirit Dash. The Spirit Dash allows Thunder to dash farther, faster, and even *through* his opponent (similar to Sabrewulf's dash). Additionally, the first 16 frames of the dash are completely invulnerable. On hit or block, the recovery of Special attacks can be canceled into the Spirit Dash. The last half of the Spirit Dash can be canceled back into any Special attack.

QUICK REFERENCE

Name	Move
COMMAND NORMALS	
HORN BREAKER	
SKY FALL	(During SAMMAMISH/SHADOW SAMMAMISH)
SPECIALS	
TRIPLAX	
CALL OF THE EARTH	
ANKLE SLICER	
SAMMAMISH	
OPENERS	
TRIPLAX	
ANKLE SLICER	
BACK THROW	

Name	Move	Description
LINKERS		
BACK THROW		Exchange Linker
TRIPLAX	/ or HOLD /	Carry Linker
ANKLE SLICER	/ or HOLD /	Damage Linker
SHADOW TRIPLAX	x2	Carry Linker
SHADOW ANKLE SLICER	x2	
ENDERS		
TRIPLAX		Carry Ender
CALL OF THE EARTH		Damage Ender
ANKLE SLICER		Battery Ender
SAMMAMISH		Launcher Ender
SHADOW CALL OF THE EARTH	x2	Damage Ender
SHADOW SAMMAMISH	x2	Launcher Ender
ULTRA COMBO:		

THUNDER
NORMAL ATTACKS

Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Standing	Mid	5	5	2	14	5	2	
2	Standing	Mid	10	8	3	17	-1	-4	
3	Standing	Mid	15	12	2	22	0	-3	
4	Standing	Mid	5	6	3	12	5	2	
5	Standing	Mid	10	9	6	17	3	0	
6	Standing	Mid	18	16	5	25	3	1	

Close Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Close Standing	Mid	10	7	2	14	1	-2	
2	Close Standing	Mid	15	9	3	19	-1	-6	
3	Close Standing	Mid	10	7	3	14	4	1	
4	Close Standing	Mid	15	8	4	18	-1	-5	

Crouching Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching	Mid	5	5	2	11	4	2	
2	Crouching	Mid	10	9	2	16	3	-3	
3	Crouching	Mid	15	9	4	23	-3	-6	
4	Crouching	Low	5	5	2	9	4	1	
5	Crouching	Low	10	9	3	16	-2	-4	
6	Crouching	Low	18	12	3	27	KD(48)	-6	Sweep, hard knock down

THUNDER

COMMAND NORMAL ATTACKS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Horn Breaker	Overhead	12, 12	19	2	27	-2	-6	
2	Sky Fall (During Sammamish,)	Overhead	20	20	NA	32	KD	-13	

HORN BREAKER

Command:

Hit Level: Overhead

Range: Sweep

Description: Horn Breaker is a double overhead attack string in which Thunder swings his tomahawk downward twice while walking forward. The hitbox on each hit is massive, making this move even better thanks to the limb priority system. It is unsafe on block, so cancel it into a Special attack like Light Triplax to make it safer on block. Since the move is fairly slow to startup, you will want to use it from sweep range to prevent getting interrupted. Use this on your opponent after a hard knockdown to prevent him or her from jumping away. It's also useful to use as a high/low mix-up with Ankle Slicer. As with all multi-hit attacks, though, you have to be aware of your opponent's Shadow Meter to avoid getting Shadow Countered.

SKY FALL

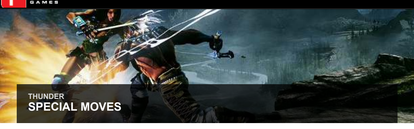
Command: (During Sammamish/Shadow Sammamish)

Hit Level: Mid

Range: Vertical

Description:

Sky Fall is Thunder's extension to his Sammamish uppercut. This move is primarily used for combo damage or to try to save yourself from whiffed or blocked Sammamish attempts. Because this move is extremely punishable on block, it isn't much of a saving grace from a whiffed Sammamish. Also use this attack as a crossup knockdown tool. If you are next to your opponent and do a Light Sammamish and immediately hit the button, Thunder will crossup your opponent with Sky Fall. If you do a Light Sammamish and delay the Sky Fall, you will attack on the same side. Since this is a risky option, you will only want to exercise this option if you are very confident in your wake-up game. Note that this attack can be delayed significantly to catch your opponent off guard, potentially making him or her hesitate before punishing Sammamish.



THUNDER
SPECIAL MOVES

Triplax

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Triplax	Mid	7,8	9	2	28	4	-1	
2	Medium Triplax	Mid	8,9	11	2	27	2	-2	
3	Heavy Triplax	Mid	10,10,10	13	2	26	1	-7	
4	Shadow Triplax	High/Mid	6,6,6,6,18	3,3	2	28	5	2	1 Hit Super Armor

Commands

Opener:

Linker: / or HOLD /

Ender:

Shadow Triplax: x2

Hit Level: Mid

Range: Depends on Punch Strength

Description:

Triplax is an attack where Thunder spins toward the opponent with his tomahawks out. The Light version travels the least distance forward while the Heavy version travels the most distance. The Light and Medium versions are two hits while the heavy version is three hits. The Light and Medium versions are negative but safe on block while the Heavy version is actually punishable on block. All three options are beat by Shadow Counters, so you will only want to use this in a combo or after a hit confirm.

Shadow Version

Shadow Triplax has one hit of Super Armor. This allows Thunder to absorb one hit from the opponent and continue attacking. It is best used on your opponent's wake-up when he or she does not have meter. This way, if your opponent does a wake-up attack, you can armor through it and start a combo. If your opponent doesn't do anything on wake-up, then he or she still doesn't have any meter to Shadow Counter your last hit. Since it only absorbs one hit, quick Shadow attacks can also break through your armor if timed correctly.

Linker

This is Thunder's Carry Linker. It is used to push someone toward a corner. Use it in conjunction with his Back Throw as a Linker to control positioning. The Light version does two hits, the Medium version does three hits, and the Heavy version does four hits. It is best used with Medium and Light punch Auto Doubles in a combo to confuse your opponent.

Ender

As Thunder's Carry Ender, this move will push the opponent away and can also cause a wall splat when used in a corner. You may want to use this to get your opponent closer to the corner so you can apply more pressure.

Ankle Slicer

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Ankle Slicer	Low	12	16	2	21	2	-4	1-13 LOW
2	Medium Ankle Slicer	Low	16	19	2	21	4	-7	1-16 LOW
3	Heavy Ankle Slicer	Low	20	21	2	20	5	-9	1-20 LOW
4	Shadow Ankle Slicer	Low	8,8,8,8,24	1,9	5	19	6	-4	1-10 LOW

Commands

General:

Opener: or

Linker: / or HOLD /

Ender:

Shadow Ankle Slicer: x2

Hit Level: Low

Range: Depends on Kick Used

Description:

Ankle Slicer is a low tomahawk attack that begins with Thunder hopping slightly backward before leaping forward. The Light version travels very little in both directions. The Medium version jumps farther in both directions. The Heavy version goes about the same distance back as the Medium version but attacks considerably farther forward. All variations have low invulnerability, making it ideal against opponents who poke with low attacks. It does not have throw or upper-body invulnerability, however, so Thunder can be hit or thrown out of it.

Because Thunder's movement speed is so slow, you can catch opponents off guard by using the Heavy version to close distance when your opponent least expects it. Unfortunately, only the Light and Medium variations are safe on block, making it risky for Thunder to close large distances with this. Note that when canceling from a normal into Ankle Slicer to start a combo, you will want to go with Light Ankle Slicer for consistency.

Shadow Version

Shadow Ankle Slicer is best used for damage as a long-ranged whiff punish. It has low invulnerability, similar to the regular version of Ankle Slicer, and does more damage when used as a Shadow Linker than Shadow Triplax.

Linker

Ankle Slicer is Thunder's Damage Linker. This will be your go-to Linker option whenever you have a lockout.

Ender

As an Ender, Ankle Slicer is useful as it causes a hard knockdown. Use this to set up a crossup attempt, meaty normals, Back Throw, or Call of the Earth.

Call of the Earth

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Call of the Earth	Grab	60	11	3	49	69	NA	1-13 THROW, Hard Knockdown
2	Medium Call of the Earth	Grab	60	14	3	50	69	NA	1-16 THROW, Hard Knockdown
3	Heavy Call of the Earth	Grab	60	18	3	50	69	NA	1-20 THROW, Hard Knockdown
4	Shadow Call of the Earth	Grab	101	5,0	3	39	103	NA	1-9 THROW, Hard Knockdown, La

Command

Opener:

Ender:

Shadow Call of the Earth: x2

Hit Level: Mid

Range: Depends on Punch Strength

Description:

The Call of the Earth command grab is at the core of what makes Thunder a grappler. This grab is not escapable once it connects and causes a hard knockdown. You can and should use traps like close Heavy Kick into Heavy Call of the Earth. If the kick is hit or blocked, your opponent must jump to avoid the grab. Medium Punch into Medium Call of the Earth is another example. Additionally, you can set your opponent up with trick-throw-like setups. Use standing jab to get your opponent to think about blocking, then when he or she least expects it, grab with Call of the Earth!

Shadow Version

Shadow Call of the Earth is significantly faster, as it has a five-frame startup. This means you can use it to punish unsafe attacks for guaranteed damage. This Shadow variation also includes a launcher at the end, so you can create a small juggle for additional damage. As long as you use only Special Moves and no standing attacks, your juggle will be unbreakable. Note that if you do a juggle, it will no longer be a hard knockdown.

Ender

Call of the Earth is Thunder's damage Ender. Additionally, it gives a hard knockdown with enough space to set up a crossup attempt.

Sammamish

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Sammamish	Mid	16	8	8	45	NA	-31	1-8 UPP, 1-16 THR, 1-19 PROJ, 10-3
2	Medium Sammamish	Mid	19	10	7	43	NA	-32	1-10 UPP, 1-16 THR, 1-20 PROJ, 13-2
3	Heavy Sammamish	Mid	22	12	7	52	NA	-36	1-12 UPP, 1-21 THR, 1-21 PROJ, 14-4
4	Shadow Sammamish	High/Mid	10,10,10,10,30	6,0	5	45	NA	-31	1-14 INV

Commands

General:

Ender:

Shadow Sammamish: x2

Hit Level: Mid

Range: Depends on Punch Strength

Description:

Sammamish is Thunder's classic headbutt uppercut that has a lot of invulnerabilities. All variations are upper-body, throw, and projectile invulnerable during a large chunk of the move's startup and can be canceled into Sky Fall during Thunder's descent. Note that there is no lower-body invulnerability so it can be stopped by low attacks. Primarily you will use this to avoid projectiles or to stop pressure against you when getting up off the ground. When using it to counter projectiles, you will want to try to use the Heavy version to actually connect with your opponent, not just to avoid the projectile.

Shadow Version

Shadow Sammamish is essentially a damage boost to the regular version. On top of the damage, however, the move does have complete invincibility. This makes it your best bet to avoid dealing with pressure. With its six-frame startup, it is relatively quick and can be used as a punisher as well.

Ender

When used as an Ender, Sammamish launches the opponent into the air, allowing for a small juggle. Unlike Shadow Call of the Earth, this does not give a hard knockdown if you choose not to juggle.

THUNDER
STRATEGY

GENERAL OVERVIEW

As Thunder is a grappler, the core of his game revolves around getting hard knockdowns and utilizing his command grab, Call of the Earth. Getting into your opponent's head and planting the fear of Thunder's grab game is your ultimate goal. To do this, however, can be quite challenging, as it requires you to be up close, and Thunder's mobility is extremely limited. His Instinct makes up for this, but you will not have access to it all the time. In these moments you will have to rely on long-range whiff punishing with Ankle Slicer or Horn Breaker. Once up close, you can mix in his Back Throw, Horn Breaker, and crossups to lock your opponent down with additional hard knockdowns, creating a cycle—or vortex, if you will.

To be successful, you have to pay attention to the Shadow Meter, both your and your opponent's, and manage it well. As most of his attacks have multiple hits, Thunder is very susceptible to Shadow Counters when the opponent has Shadow Meter. On the flip side, using Thunder's Shadow Meter at the right times can determine the outcome of a match.

NOTABLE NORMALS

When it comes to his normal attacks, Thunder has some of the largest hitboxes in the game. His crouching Heavy Punch is a fantastic anti-air, but also functions well up close when canceled into Special Moves. His standing Medium Kick and standing Medium Punch are both really good poke tools with decent range. While the Medium Kick is one frame slower to startup, it gives advantage or neutral on hit or block. The Medium Punch has a tiny bit more range and starts up faster, but it is negative on both hit and block. Thunder's standing Heavy Punch and Heavy Kick are both advancing normals with excellent range; however, Heavy Punch is much faster. Up close, crouching Light Punch and close standing Medium Punch are great poke tools to set up throws. In the air, jumping Heavy Punch and jumping Medium Kick are your best bets for crossups. You may find jumping Medium Punch useful for air-to-air situations because of the range and height of its hitboxes compared to the rest of Thunder's jumping attacks.

HARD KNOCKDOWNS

A hard knockdown, or untechable knockdown, is one in which your opponent's wake-up timing is always the same. This allows you to set up and practice your timing exactly for this scenario. The following are Thunder's main options to get a hard knockdown sorted by distance the opponent is left from you: forward grab, crouching Heavy Kick sweep, Call of the Earth, Shadow Call of the Earth, Call of the Earth Ender, and Ankle Slicer Ender, To follow up after a forward grab, you will have to walk forward quite a while before setting up your offense. Thunder's sweep has deceivingly good range, and although it is combo punishable on block, it does have some pushback, making it a bit safer. The range you are after a sweep is the best for setting up ambiguous crossup attempts with jumping Medium Kick or jumping Heavy Punch. All Call of the Earth variations leave you at about the same spacing, similar to sweep hitting at mid range. The Ankle Slicer Ender leaves your opponent right beside you.

POST-KNOCKDOWN GAME

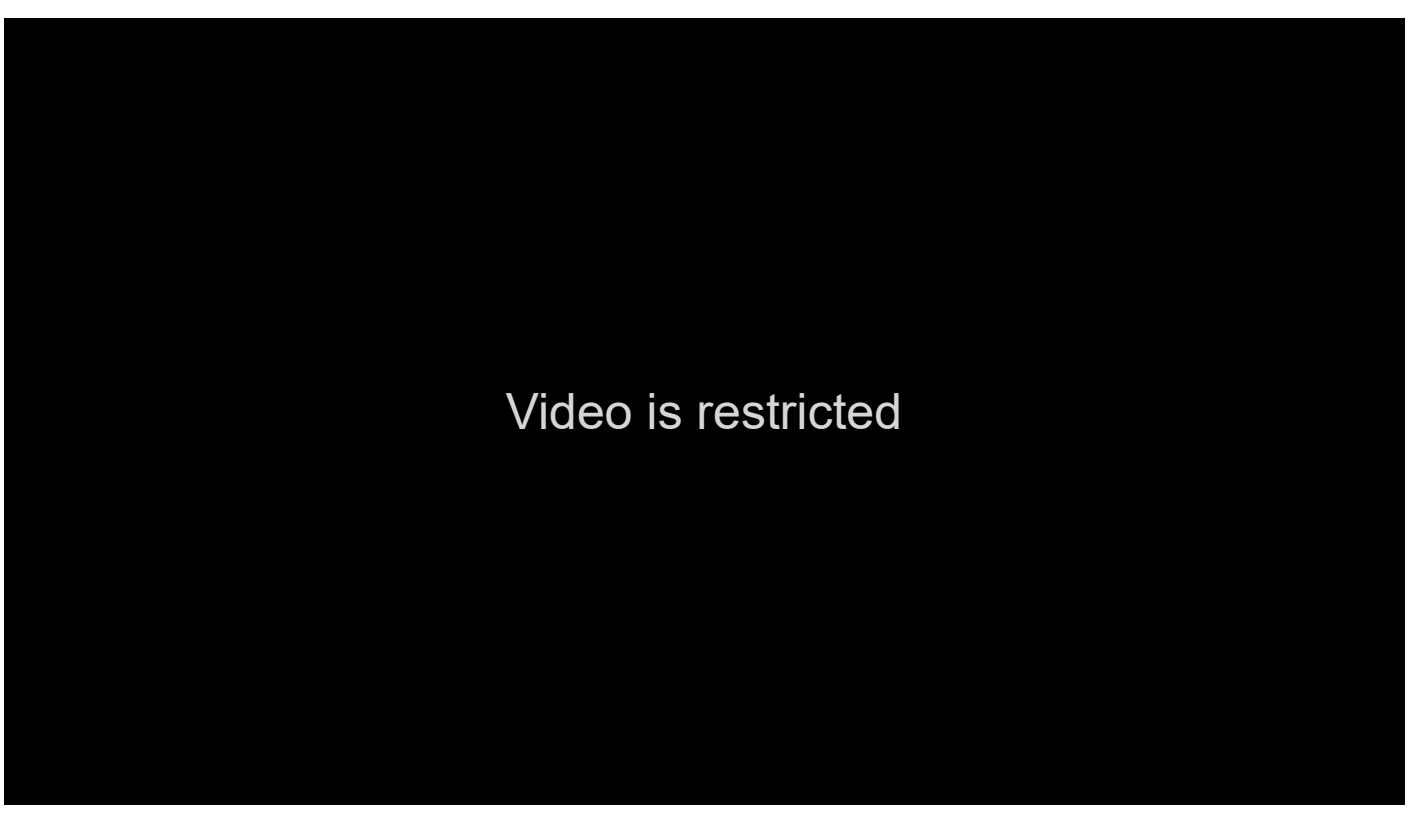
Once you get a hard knockdown, the first thing you have to do is check your opponent's meter. If he or she doesn't have any meter, then a well-timed Horn Breaker is your best option as it will beat ducking opponents, jumping, and backdashes to start a full combo. If your opponent blocks the Horn Breaker, you can cancel into Light Ankle Slicer or do a late cancel into Call of the Earth.

Regardless of whether or not your opponent has meter, you can attempt an ambiguous crossup with either jumping Medium Kick or jumping Heavy Punch. You have a lot of time after a hard knockdown to make sure your positioning is right before you jump. Once in the air, it's all about the timing of the attack button. This will take some practice to perfect, so don't expect to get it right on the first try.

If you make these two strategies the core of your post-knockdown game, then you have done two things. One, you have shown your opponent that he or she cannot wake-up blocking low. And two, you have shown your opponent that jumping and backdashing won't help him or her get away, either. Once you have sufficiently conditioned your opponent with these strategies, it will be easier to use the rest of your tools.

At this point, after a hard knockdown, your opponent will hopefully be stand guarding on wake-up, hoping to block your crossup attempt or block and Shadow Counter your Horn Breaker. Because he or she is standing and not jumping or backdashing, you have multiple options. You can sweep your opponent, resetting the same wake-up situation. You can grab your opponent with Call of the Earth, also resetting the same wake-up situation. Or we can look for a crouching Light Kick or Ankle Slicer to start a combo, then use the Call of the Earth Ender or Ankle Slicer Ender, to again reset the same wake-up situation.

Now your opponent should be getting flustered and will have to seek riskier alternatives to escape this situation. This is where he or she will try to use invincible attacks, perhaps even invincible Shadow attacks. Though invincible attacks like Jago's Tiger Fury or Orchid's Air Buster will beat Thunder's offensive options after knockdown, do not be discouraged. Blocking any of these options leads to a full combo for Thunder to put your opponent back in the same situation, while if your opponent is successful, he or she is getting minimal damage. The main downside of your opponent landing the attack is that you will have to work your way in again. In the end, it all comes down to making the right reads on your opponent and conditioning him or her effectively.



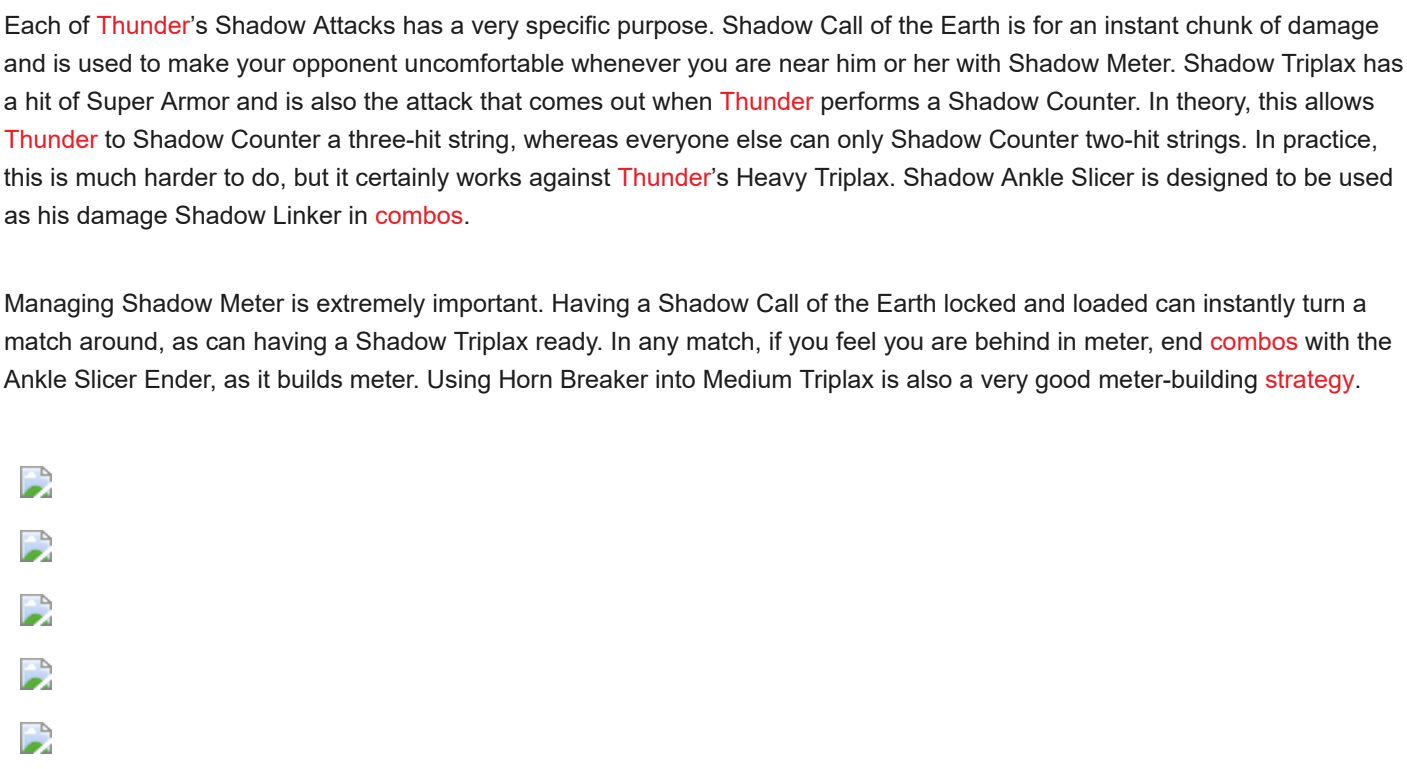
USING METER EFFECTIVELY

Each of Thunder's Shadow Attacks has a very specific purpose. Shadow Call of the Earth is for an instant chunk of damage and is used to make your opponent uncomfortable whenever you are near him or her with Shadow Meter. Shadow Triplax has a hit of Super Armor and is also the attack that comes out when Thunder performs a Shadow Counter. In theory, this allows Thunder to Shadow Counter a three-hit string, whereas everyone else can only Shadow Counter two-hit strings. In practice, this is much harder to do, but it certainly works against Thunder's Heavy Triplax. Shadow Ankle Slicer is designed to be used as his damage Shadow Linker in combos.

Managing Shadow Meter is extremely important. Having a Shadow Call of the Earth locked and loaded can instantly turn a match around, as can having a Shadow Triplax ready. In any match, if you feel you are behind in meter, end combos with the Ankle Slicer Ender, as it builds meter. Using Horn Breaker into Medium Triplax is also a very good meter-building strategy.

USING INSTINCT

With Instinct activated, Thunder gains a Spirit Dash that has 16 frames of invulnerability on startup. The Spirit Dash is much farther and faster than his regular dash and allows him to dash through opponents as well. One of the key features is that you can cancel the recovery of Special Moves into the Spirit Dash and that you can cancel the end of the Spirit Dash into Special Moves. This allows you to dash, attack out of the dash, then dash out of the attack. This can get tricky when you are immediately next to the opponent, and getting next to your opponent isn't impossible once you activate Instinct. Generally, opponents will panic and try to jump to avoid dealing with the ground mix-ups caused by Thunder dashing to the opposite side of him or her. Be on the lookout for this and punish your opponent with Sammamish. It should also be noted that you cannot cancel the recovery of Sammamish or Sky Fall into the Spirit Dash.

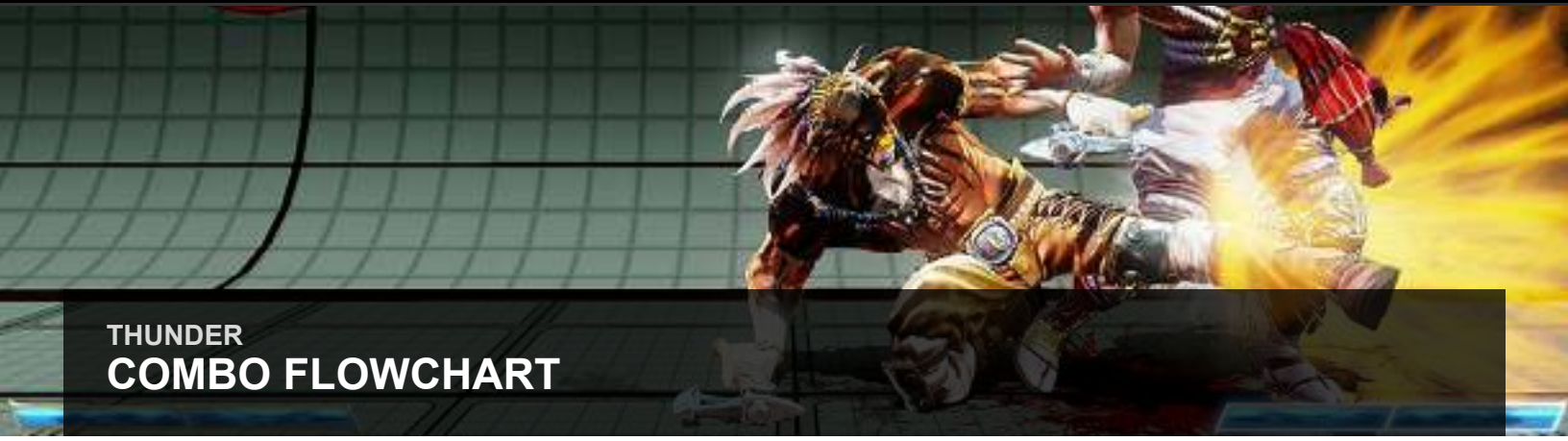


THUNDER

C-C-C-COMBO BREAKERS!

Here are Thunder's six Auto Doubles. Learn to tell them apart and break them accordingly!

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			



THUNDER

COMBO FLOWCHART

THUNDER
COMBOS

COMBO FROM AND WITH BACK THROW

Video is restricted

COMBO EXAMPLE: Back Throw Heavy Triplax Linker Back Throw Shadow Triplax Ankle Slicer Ender

Description: Thunder's Back Throw is actually an Opener, so you can go straight into a full combo on a successful grab. His Back Throw can also be used as a Linker in combos. Your opponent must tech the throw in the middle of the combo to escape the combo. If he or she guesses a Combo Break during the Back Throw Linker, he or she will not be locked out. To tech the throw, however, the timing is much earlier than you would usually break a Linker. This makes Thunder's combos extremely tricky to break. You will want to use this to reposition your opponent and push him or her towards a corner. The Ankle Slicer Ender used here is to build meter.

SHADOW CALL OF THE EARTH

Video is restricted

COMBO EXAMPLE: Shadow Call of the Earth Heavy Triplax Shadow Sammamish Sky Fall

Description: With two meters this is 32% of unbreakable damage. Shadow Call of the Earth has a launcher property at the end of it, allowing for a small juggle. As long as you use Special Moves and not standing normals, the combo will not be breakable. Here you use Heavy Triplax to start the juggle then cancel it into Shadow Sammamish with the Sky Fall Ender.

LOCKOUTS

Video is restricted

LOCKOUT COMBO EXAMPLE: Heavy Ankle Slicer Heavy Kick (LOCKOUT) Heavy Ankle Slicer Linker Heavy Kick Heavy Ankle Slicer Linker Heavy Sammamish Ender Heavy Sammamish Sky Fall

Description: This combo follows the general rule of three attacks for a normal lockout. In this case, since they locked out on the Auto Double, you get a free Heavy Linker, Heavy Auto Double, and another Heavy Linker before the Ender. Note the use of Ankle Slicer Linker here for damage.

Video is restricted

COUNTER BREAKER COMBO: Heavy Ankle Slicer Heavy Kick (COUNTER BREAKER) Heavy Kick Heavy Ankle Slicer Linker Heavy Kick Medium Ankle Slicer Linker Heavy Sammamish Ender Heavy Sammamish Sky Fall

Description: Again, use the Ankle Slicer Linker to capitalize on damage during the Counter Breaker. Because you have more time, you are able to squeeze in an extra Medium Ankle Slicer.

ULTRA COMBO: 134 Hits

Combo Example: CROUCH Heavy Triplax Heavy Triplax Linker Heavy Triplax Linker Heavy Triplax Linker Heavy Triplax Ender (WALL SPLAT) Back Throw Back Throw Shadow Triplax Linker Shadow Triplax Linker --> (40 hits) ULTRA

INSTINCT CANCEL (at 62 hits)

Heavy Triplax Linker HK Heavy Triplax Linker Heavy Triplax Linker Heavy Triplax Linker Shadow Triplax Linker Shadow Triplax Linker ULTRA (at 98 hits, goes to 126 hits) Shadow Triplax Shadow Sammamish Sky Fall

Video is restricted

ORCHID
INTRODUCTION

Orchid is one of the best characters in the game when it comes to mix-ups. When she activates Instinct she becomes even more deadly, able to make any attack safe while keeping her opponent locked down with continuous pressure and even more mix-ups. Besides having insane offensive pressure, Orchid is also one of the better defensive characters in the game, using ranged Heavy attacks to smack opponents attempting to approach her. Getting off the graound against Orchid is a nightmare while Instint is active, leaving opponents feeling helpless.

INSTINCT MODE:

Orchid gains the use of a Firecat projectile while in Instinct Mode. By pressing , she summons a Firecat that runs across the screen toward the opponent. While Instinct is active, Orchid can summon a Firecat once every 45 frames until Instinct Mode expires.

QUICK REFERENCE

Name	Move
COMMAND NORMALS	
WHIPLASH	
DANGER ZONE	WHILE IN AIR, or
SPECIALS	
FLICK FLAK	
ICHI NI SAN	(UP TO 3 TIMES)
BLOCKADE RUNNER	
AIR BUSTER	
OPENERS	
FLICK FLAK	
ICHI NI SAN	UP TO 3 TIMES
BLOCKADE RUNNER	
SHADOW FLICK FLACK	x2
FIRECAT	x2

Name	Move	Description
LINKERS		
FLICK FLACK	/ or Hold /	No Special Characteristics
ICHI NI SAN	/ or Hold /	Double Linker
BLOCKADE RUNNER	/ or Hold /	Carry Linker
SHADOW FLICK FLACK	x2	No Special Characteristics
FIRECAT	x2	Shadow Carry Linker
ENDERS		
FLICK FLACK		Exchange Launcher Ender
ICHI NI SAN		Launcher Ender
BLOCKADE RUNNER		Carry Ender
AIR BUSTER		Damage Ender
SHADOW ICHI NI SAN	x2	Shadow Launcher Ender
UPPER FIRECAT	x2	Shadow Damage Ender
SHADOW ATTACKS		
SHADOW FLICK FLACK	x2	
FIRECAT	x2	
SHADOW ICHI NI SAN	x2	
UPPER FIRECAT	x2	
FINISHER		
ULTRA COMBO		

STANDING NORMALS

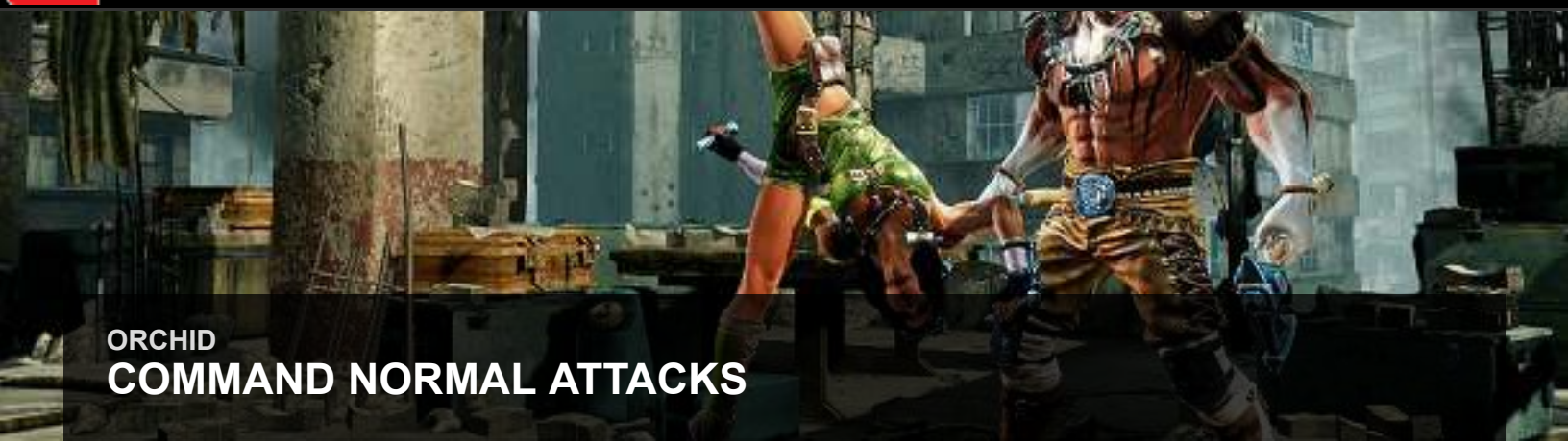
#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Standing	Mid	4	5	2	10	4	1	
2	Standing	Mid	10	9	3	19	-1	-3	
3	Standing	Mid	15	16	2	24	-2	-6	
4	Standing	Mid	4	5	2	12	5	2	
5	Standing	Mid	10	8	4	18	3	0	
6	Standing	Mid	15	12	5	22	0	-3	

CLOSE STANDING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Close Standing	Mid	10	8	2	18	3	1	
2	Close Standing	Mid	15	11	3	20	1	-3	
3	Close Standing	Mid	10	7	3	18	4	1	
4	Close Standing	Mid	15	10	4	21	0	-2	

CROUCHING NORMALS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching	Mid	4	5	2	10	4	2	
2	Crouching	Mid	10	8	2	20	1	-2	
3	Crouching	MId	15	9	4	23	-3	-6	
4	Crouching	Low	4	5	2	10	5	2	
5	Crouching	Low	10	8	5	17	4	1	
6	Crouching	Low	9,9	11	2	24	KD(41)	-7	Sweep, hard knock down



ORCHID

COMMAND NORMAL ATTACKS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Whiplash	Overhead	10,12	24	3	23	-3	-7	
2	Danger Zone or	Mid	30	5	2	20	NA	NA	GROUND BOUNCE

Whiplash

Command:

Hit Level: Overhead

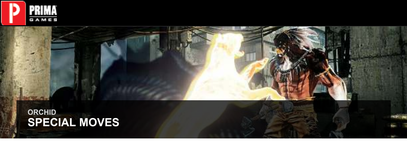
Description: An acrobatic double kick that hits overhead. This attack is combo punished when blocked.

Danger Zone

Command: While In Air, or

Hit Level: Air Throw

Description: Air throw that causes a ground bounce, allowing for a juggle follow-up.



ORCHID
SPECIAL MOVES

Flick Flack

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Flick Flack	Mid	7,7,7	10	3	20	1	-2	1-6 LOW INV
2	Medium Flick Flack	Mid	8,8,8	14	3	17	3	-3	1-6 LOW INV
3	Heavy Flick Flack	Mid	10,10,10	18	3	14	4	-5	1-6 LOW INV
4	Shadow Flick Flack	Mid	8,8,8,8,24	3,3	2	17	5	-4	LOW INV

Commands

Opener:

Linker: / or Hold /

Ender:

Shadow Attack: x2

Hit Level: Mid

Description: A multi-hitting handstand kick. Light Flick Flack is safe when blocked, Medium Flick Flack is -3 and only punished by the fastest attacks in the game, Heavy Flick Flack is combo punished. All three strengths of this attack are invulnerable to low attacks on startup.

Linker

Flick Flack has no special characteristics as a Linker.

Ender

Exchange Launcher Ender that launches opponent behind Orchid's back, reversing positions and allowing for juggle or air follow-up. Can be jump canceled.

Shadow Attack

A multi-hitting handstand kick that has complete low invulnerability. This attack is only punished by the fastest attacks in the game.

Ichi Ni San

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Ichi Ni San Attack 1	Mid	10	8	3	25	3	-1	
	Light Ichi Ni San Attack 2	High	10	7	3	38	-1	-5	
	Light Ichi Ni San Attack 3	Low	10	20	3	20	3	-9	
2	Medium Ichi Ni San Attack 1	Mid	12	10	3	25	2	-2	
	Medium Ichi Ni San Attack 2	High	12	8	3	37	-2	-6	
	Medium Ichi Ni San Attack 3	Overhead	6,6	20	2	25	4	-10	
3	Heavy Ichi Ni San Attack 1	Mid	14	12	4	25	1	-3	
	Heavy Ichi Ni San Attack 2	High	14	10	3	35	-3	-7	
	Heavy Ichi Ni San Attack 3	Mid	14	12	4	28	5	-9	
	Heavy Ichi Ni San Hold and Release Lvl 1	Mid	16	12	4	29	5	-6	
	Heavy Ichi Ni San Hold and Release Lvl 2	Mid	18	12	4	29	5	-3	
	Heavy Ichi Ni San Hold and Release Lvl 3	Mid	20	12	4	29	5	3	
	Heavy Ichi Ni San Hold and Release Lvl 4	Mid	22	12	4	29	5	NA	UNBLOCKABLE
4	Shadow Ichi Ni San	Mid	8,8,8,8,24	1,3	2	13	NA	-1	LAUNCH

Commands

Opener: (UP TO 3 TIMES)

Linker: / or Hold /

Ender:

Shadow Attack: x2

Hit Level: Low/Overhead/Mid/Unblockable

Description: A series of quick and brutal strikes. You can alternate between attack strength to vary strikes—the third attack of Light Ichi Ni San hits low, Medium hits overhead, Heavy hits mid but can be charged to become unblockable. The first attack of Light or Medium Ichi Ni San is safe when blocked, the first attack of Heavy Ichi Ni San is only punished by the fastest attacks in the game. The second and third hits of any strength of Ichi Ni San is combo punished when blocked. Level 1 and 2 charge of the Ichi Ni San are combo punished when blocked, level 3 charge is +5 advantage when blocked, and level 4 charge is unblockable.

Linker

Ichi Ni San can be done twice in a row when used as a Linker. You can also alternate between each attack strength to make Ichi Ni San harder for your opponent to Combo Break.

Ender

Launcher Ender that allows for juggle or air follow-up. Can be jump canceled.

Shadow Attack

A quick series of strikes, ending with a powerful attack that launches the opponent. This attack is safe when blocked.

Blockade Runner

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Blockade Runner	Low	10	10	7	30	1	-5	
2	Medium Blockade Runner	Low	12	12	14	20	3	-7	
3	Heavy Blockade Runner	Low	15	14	25	20	5	-10	

Commands

Opener:

Linker: / or Hold /

Ender:

Hit Level: Low

Description: A fast, low-hitting slide kick. This attack is combo punished when blocked.

Linker

Carry Linker that pushes the opponent back.

Ender

Carry Ender that pushes the opponent away, and can also trigger a wall splat.

Air Buster

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Air Buster	Mid	16	3	10	36	NA	-28	1-3 INV
2	Medium Air Buster	Mid	19	3	10	44	NA	-32	1-3 INV
3	Heavy Air Buster	Mid	22	3	10	63	NA	-40	1-4 INV

Commands

Ender:

Hit Level: Mid

Description: A powerful anti-air knee strike. This attack is combo punished when blocked.

Ender

Damage Ender. This Ender focuses on flat damage but does not allow for a follow-up.

Firecat

Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
Firecat	Mid	6,6,6,6,18	1,6	10	22	5	-6	PROJ INV

Commands

Opener: x2

Linker: x2

Hit Level: Mid

Description: Orchid transforms into a Firecat and charges forward, hitting multiple times. Firecat has projectile invulnerability. This attack is combo punished when blocked.

Linker

Carry Linker that pushes the opponent back.

Upper Firecat

Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
Upper Firecat	Mid	10,10,10,10,30	3,0	10	44	NA	-33	1-52 INV

Commands

 x2

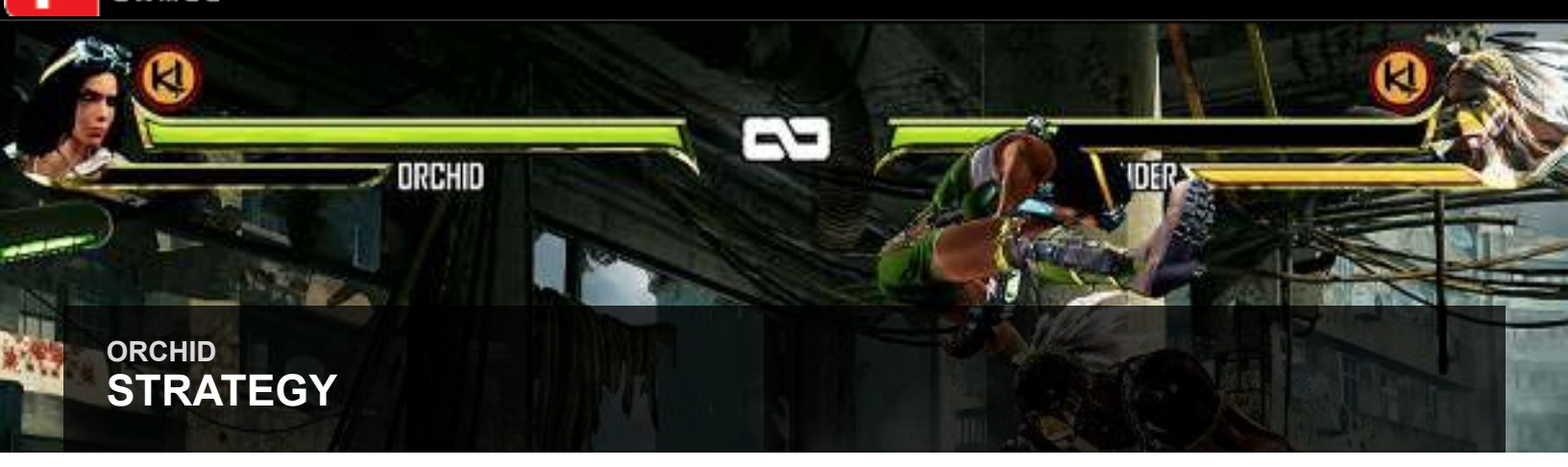
Ender: x2

Hit Level: Mid

Description: Orchid transforms into a Firecat and leaps upward, hitting multiple times. Upper Firecat is invulnerable for the first 52 frames. This attack is combo punished when blocked.

Ender

Shadow Damage Ender. This Ender focuses on flat damage but does not allow for a follow-up.



ORCHID
STRATEGY

Orchid's Normals

- When in close, Crouching Light Punch and crouching Light Kick are your best poking normal attacks, especially Crouching Light Kick. Both Crouching Light Punch and crouching Light Kick are +2 advantage and both are fast attacks, having a 4-frame startup. Crouching Light Kick hits low and has more range, however, making it a better poking option.

- From outside of sweep range, standing Heavy Punch is one of your best normal attack options. It has great reach, and because it's a Heavy attack it is able to crush other weaker attacks. When this attack is blocked, you can cancel into Ichi Ni San and initiate the string mix-up from that attack. When this attack hits, cancel into Ichi Ni San and go into your combo.

Using Danger Zone

Danger Zone is an air throw that is mainly used to finish off juggle combos. Usually you need to have your Ender built up to at least a level 3 Ender in order to land this air throw. After you land a successful Danger Zone air throw, you can follow up with one or more additional attacks, depending on what the KV Meter looks like.

Using Whiplash

Whiplash is best used on wake up as a way to whiff your opponent's attacks as well as any attempt to jump away or back dash. Even though this attack is unsafe, you can cancel this attack into a Special attack to avoid being punished. Your best option is to cancel this attack into Orchid's Ichi Ni San.

Using Flick Flack

The Heavy version of this attack is combo punished on block, making Light and Medium Flick Flack the only versions of the attack that should be used outside of a combo. This is very risky, however, when your opponent has Shadow Meter, as Flick Flack is an easy Shadow Counter when it gets blocked. If your opponent has no Shadow Meter, canceling into a Light or Medium Flick Flack is a great way to safely build Shadow Meter.

Using Ichi Ni San

This is Orchid's best attack and is her main pressure tool. Orchid can start her Ichi Ni San string with any strength of Punch and continue through its follow-ups with a different Punch strength.

- Orchid can flow through the first and second hits of the string, and then finish with a 50/50 hit level mix-up. Finishing this 3-hits string with your Light option ends in a low attack, and finishing with the Medium option ends in an overhead. After either the low or overhead option hit, Orchid can go right into an Auto Double and continue her combo. Both the low and overhead follow-ups are slightly delayable, which comes in handy for throwing off an opponent's timing should he or she try to fuzzy guard Shadow Counter.

- Finishing this string with Heavy Punch allows you to charge the punch through 4 levels. Levels 1 and 2 are both combo punished, level 3 is +5 advantage on block, and level 4 is unblockable. This is a VERY fast charge, allowing you to quickly charge to level 3 for the +5 advantage or release the charge slightly early, should your opponent attempt to interrupt you as you are charging the attack. If your opponent respects your option to release the attack pre-level 3 charge, you are then able to charge the attack to its level 4 unblockable state. This attack reaches its unblockable state quickly, which puts pressure on your opponent to make a quick decision as you are charging the attack. Should your opponent attempt to interrupt you out of the charge, you can just release the attack at its level 3 state, punishing that interrupt attempt.

- Ichi Ni San builds a tremendous amount of meter each time it gets blocked. For example, you can build three-quarters of one bar of Shadow Meter by canceling into a Heavy Ichi Ni San string from a Heavy normal.

- You can cancel out of the first and second hit of Ichi Ni San when blocked with any Shadow attack, but you cannot cancel out of the third hit when blocked.

Ichi Ni San Resets after a Wall Splat

When you have your opponent in a corner, ending your combos with a wall splat Ender sets up an opportunity to use Ichi Ni San. After the wall splat, your opponent must block your Ichi Ni San, allowing you to go into a 50/50 mix-up with your Light Ichi Ni San low and Medium Ichi Ni San overhead options, or go into a mix-up with a charged Heavy Ichi Ni San.

Ichi Ni San as a Linker

Ichi Ni San possesses a unique ability when used inside of combos. As a Linker, Ichi Ni San can be done back-to-back in a combo. In Killer Instinct, no other character can combo one Linker into another except for Orchid when she uses her Ichi Ni San. You can also vary the strength of the Ichi Ni San from one Linker to the next. For example, you can use Light Ichi Ni San for your first Linker, then follow up with a Medium or Heavy Ichi Ni San as the next Linker, then use two Light Ichi Ni San Linkers, etc. There is no order in which you have to link the strength of these attacks as a Linker. You can go from Heavy to Medium, Medium to Light, two Heavys, Medium to Heavy or Light, etc. This makes it extremely difficult to Combo Break Orchid out of her Linkers when she uses Ichi Ni San, making it an ideal way of hunting a lockout.

Using Blockade Runner

Blockade Runner is low Opener that can range anywhere from a close-range attack to long-ranged attacks, depending on what strength of the attack is used. This move is extremely unsafe, so it's definitely not something to be abused. There isn't much need for this attack in close because your crouching Light Kick is also a low attack that can be used to start a combo, and its advantage when blocked, making it a far better choice for hunting a low Opener when in close. From mid to far range is where this attack can become useful, but not as a surprise but as a whiff punisher instead. Both the Medium and Heavy versions of this attack travel pretty far and fast, allowing you to quickly whiff punish your opponent's missed attacks.

Using Air Buster and Upper Firecat

Both of these attacks have similar uses. Both have invulnerable frames—Air Buster has up to 4 if you use the Heavy version and Upper Firecat has 52. Both are good for getting you out of a jam as well as anti-air jumping opponents but with a lot more frames of invulnerability, Upper Firecat is a more damaging way to ensure you will beat out whatever it is you think is coming. Both of these attacks can also be used to follow up on juggle combos. Once again, while both attacks can finish off a juggle, Upper Firecat is again the more damaging option. In the end, both of these attacks can occupy a similar place in your arsenal.

Using Firecat

Firecat has projectile invulnerability, allowing you to easily pass throw any projectile attack and combo punish your opponent. Orchid's Firecat is one of the best ant-projectile attacks in the entire game, with the range and speed that makes it hard for your opponent to use any sort of projectile attack, even from far ranges. Anytime you see an opponent attempt a projectile attack from mid to close range, do not hesitate to punish that opponent with Firecat.

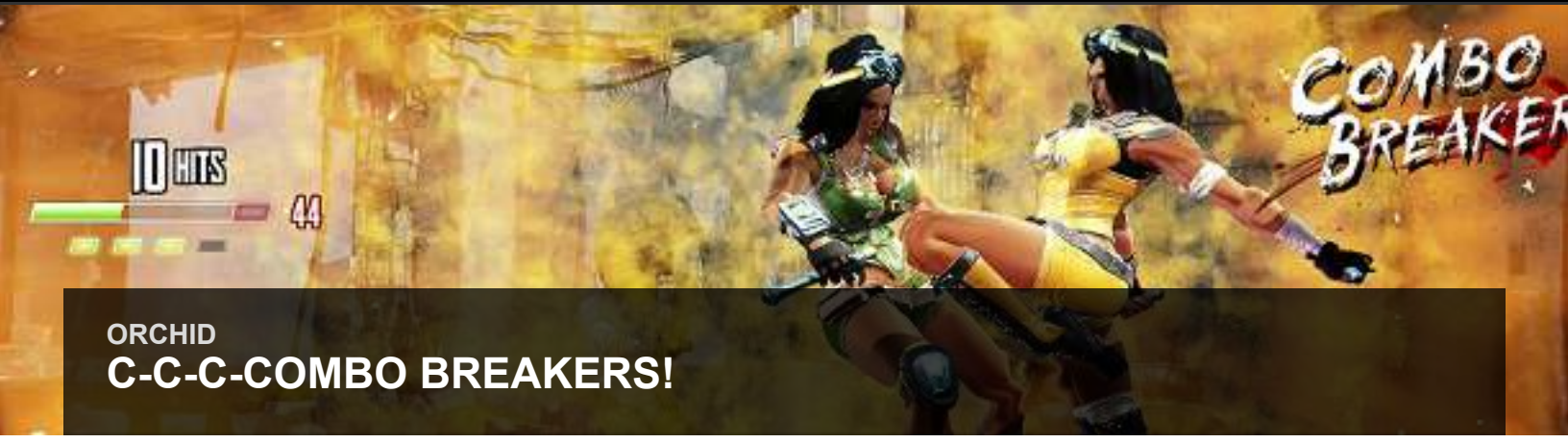
Anti-Air

Orchid can use Air Buster or Upper Firecat, and those attacks will anti-air anything jumping at you. Air Buster requires three directional inputs, however, as does Upper Firecat, and Upper Firecat also requires one bar of Shadow Meter. This is where your crouching Heavy Punch comes in. It's just as good as or better than Air Buster or Upper Firecat, and it's a single directional command attack that doesn't require any meter. Crouching Heavy Punch makes jumping at Orchid a next to impossible task for any opponent.

Instinct Mode

Video is restricted

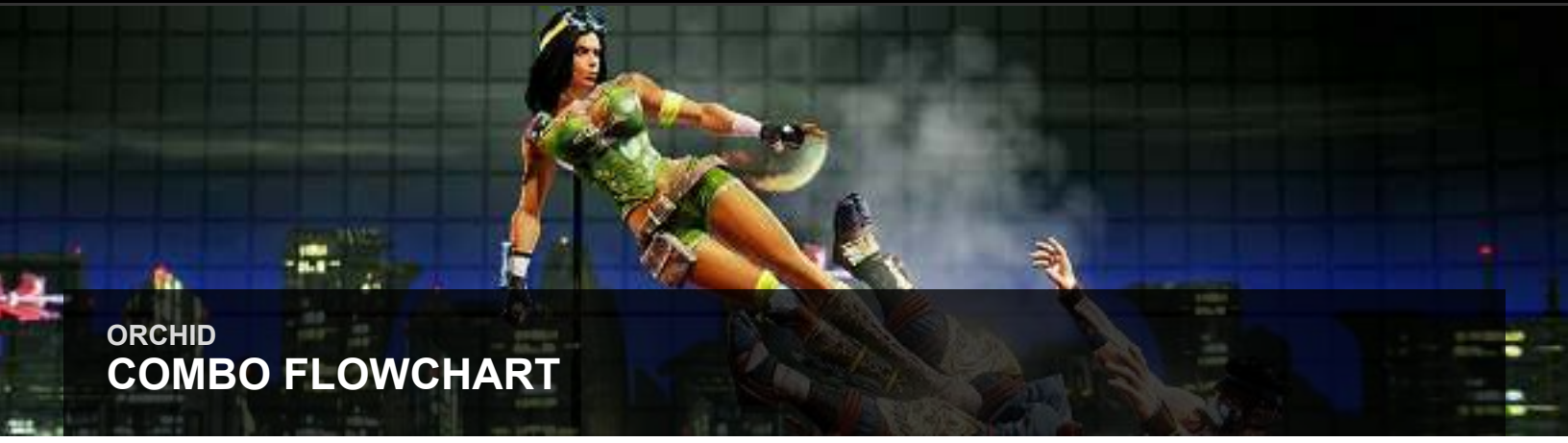
Orchid becomes an offensive juggernaut once she enters Instinct Mode. Her activation calls a Firecat on screen and can continuously call another every 45 frames. She can call a Firecat anytime she isn't in a reaction (such as while in block stun or being hit by the opponent). Once she goes on the offensive with Instinct active, Orchid will lock her opponent down. Besides using Instinct for lock-down pressure, Orchid can also make any attack safe or advantage when blocked, as well as extend combos or juggles.



ORCHID

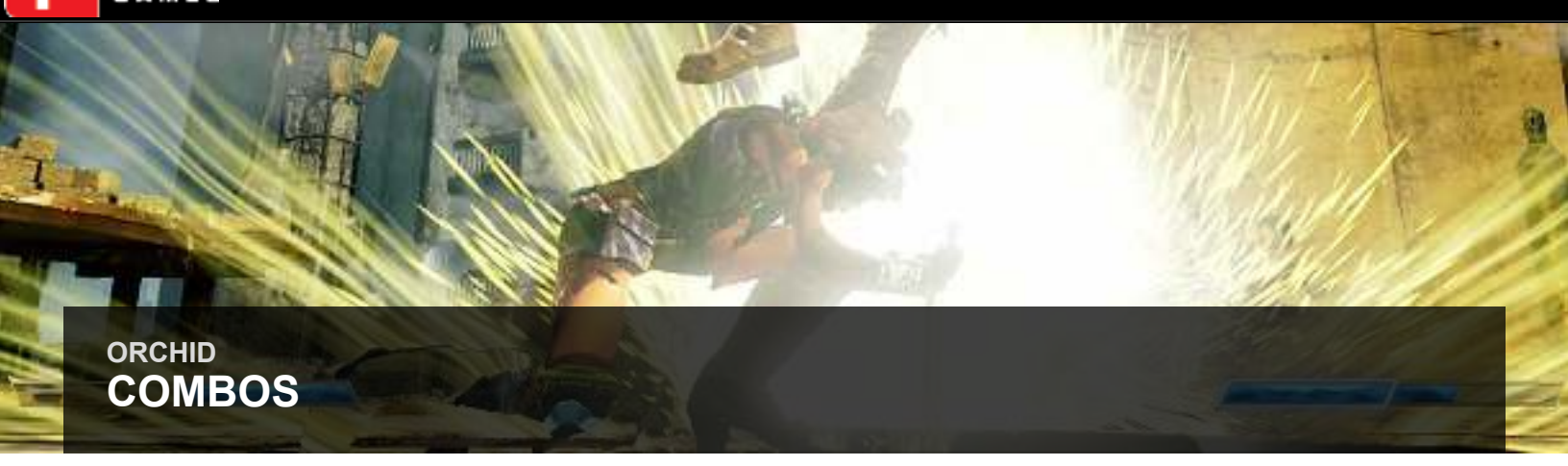
C-C-C-COMBO BREAKERS!

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			



ORCHID

COMBO FLOWCHART



ORCHID
COMBOS

Double Ichi Ni San Linker

Video is restricted

Combo Example: , , , , , , Light Ichi Ni San Linker Light Ichi Ni San Linker (LOCKOUT) Shadow Flick Flack Ichi Ni San Ender (JUMP CANCEL) Danger Zone Heavy Air Buster

Description: The combo starts off with two Heavy Ichi Ni San attacks into the Medium Ichi Ni San overhead. After the Auto Double, go into two Light Ichi Ni San Linkers to make it hard for your opponent to break. Due to how fast your opponent must be in recognizing the fast Double Light Ichi Ni San Linker, he or she breaks incorrectly, resulting in a lockout. With your opponent locked out, you finish the combo, ending with a juggle finish.

Using Instinct for a Safe Ichi Ni San Corner Reset

Video is restricted

Combo Example: , , , , , , , , , , , , , , , - Heavy Ichi Ni San Linker Heavy Ichi Ni San Linker, Blockade Runner Wall Splat Ender (wait until the opponent begins to recover) , , , , , , , Instinct Cancel , , Medium Ichi Ni San Linker Medium Ichi Ni San Linker Heavy Ichi Ni San Linker Air Buster Ender

Description: This combo starts with a crouching Light Kick that is canceled into three Heavy Ichi Ni San attacks. The combo gets an Ender with a wall splat Ender, where you cashed in on your Potential Damage before attempting your next move. As the opponent begins to recover, you follow up with two Heavy Ichi Ni San attacks, which the opponent blocks. You end the Ichi Ni San string with the Light option that hits low and Instinct cancel as the low attack comes out. This allows you to use an otherwise unsafe 50/50 and make it safe by using your Instinct Mode. Your opponent guess the wrong option and is hit by the low, then you go right into an Auto Double and flow through your combo, cashing in with an Air Buster Ender.

Starting Combos from Firecat

Video is restricted

Combo Example: Firecat through projectile (COUNTER BREAKER) Heavy Ichi Ni San Linker Heavy Ichi Ni San Linker Air Buster Ender

Description: In this situation, you are trying to advance in on Glacius when he uses a very common tactic, Shadow Hail, to keep you out and/or gain the offensive. On reaction to his Shadow Hail you activate your Firecat Shadow attack, which has projectile invulnerability, going right through Glacius's Hail. Your opponent immediately attempts a Combo Breaker, which was baited and punished with a Counter Breaker. After the Counter Breaker, Orchid gets a guaranteed Heavy Auto Double , followed by two Heavy Ichi Ni San Linkers, another Heavy Auto Double, and finally cashing in with the Air Buster Ender as the opponent's lockout ends.

Triple Ultra: 121 Hits

Video is restricted

Combo Example: Shadow Flick Flack Heavy Flick Flack Linker Heavy Flick Flack Linker Heavy Flick Flack Linker Ultra

Instinct cancel on hit 46 Shadow Flick Flack Shadow Flick Flack Ultra

Summon Firecat Ultra cancel on hit 74 Shadow Flick Flack Shadow Flick Flack Ultra Shadow Ichi Ni San Upper Firecat

SPINAL
INTRODUCTION

The skeleton warrior returns with teleports, sword, shield, and all! Mastering this character will be no simple task, but it will be well worth the effort. His movement is on the slower end of the cast, but his command run, dive kick, slide, and teleport help him get around. On top of the usual Shadow and Instinct Meter that most characters have to manage, Spinal also has an additional resource—Skulls. These Skulls can be used to upgrade his special attacks, giving them additional properties and making them work better with one another. He also has the ability to stack Curses onto his opponent to steal that opponent's Instinct or Shadow Meter—or both! The better you know your opponents and how they use their characters, the better Spinal gets at stopping them.

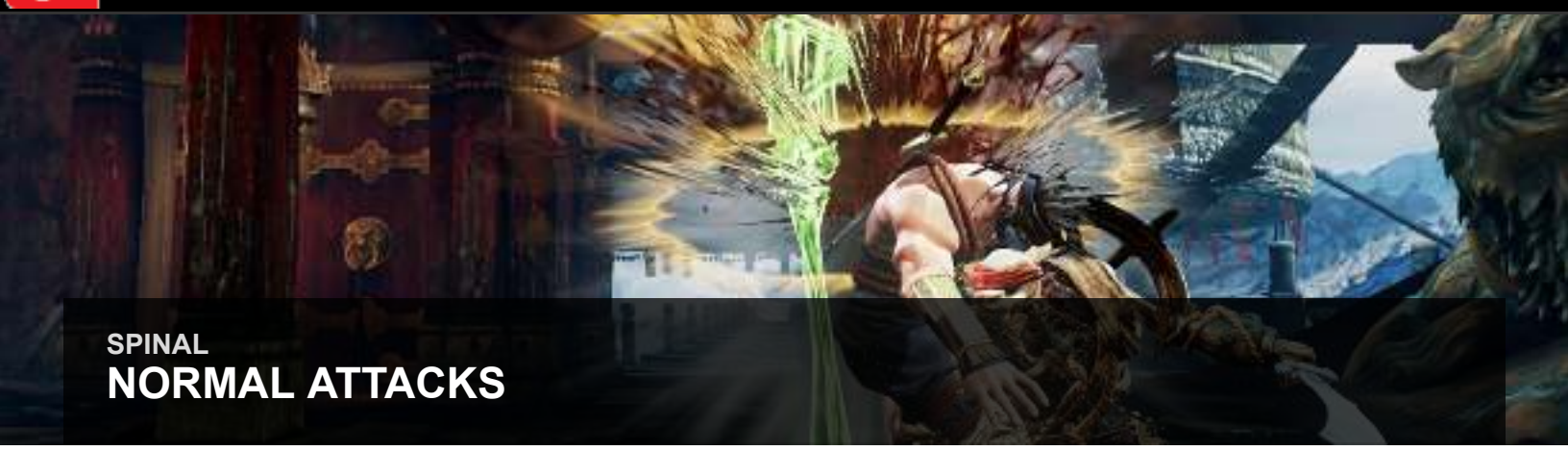
INSTINCT MODE

When Spinal activates his Instinct, he instantly spawns his full stock of 5 Skulls. He also regenerates a Skull every 2 seconds. Instinct also increases drain rate on all of his Curses.

Quick Reference

Name	Move
COMMAND NORMALS	
DIVE KICK	while in the air
POWER DEVOUR	(Hold)
SHIELD CRUSH	
BONERUNNER	(Hold)
SPECIALS	
SEARING SKULL	
SEARING SKULL w/ SKULL	
BONESHAKER	
BONESHAKER w/ SKULL	
SOUL SWORD	
SOUL SWORD w/ SKULL	
SKELEPORT	
SKELEPORT w/ SKULL	
SHADOW ATTACKS	
SHADOW BONESHAKER	x2
SHADOW SOUL SWORD	x2
SHADOW SKELEPORT	x2 (Can be performed in the air)
SHADOW SEARING SKULL	x2
OPENERS	
SLIDE KICK	
BONESHAKER	
BONESHAKER w/ SKULL	
SOUL SWORD	/
SHADOW BONESHAKER	x2
SHADOW SOUL SWORD	x2

Name	Move	Description
LINKERS		
BONESHAKER	/ or HOLD /	Carry Linker
SOUL SWORD	/ or HOLD /	Damage Linker
SKELEPORT	/ or HOLD /	Exchange Linker
SHADOW BONESHAKER	x2	Carry Linker
SHADOW SOUL SWORD	x2	Damage Linker
ENDERS		
BONESHAKER		Carry Ender
SOUL SWORD		Launcher Ender
SKELEPORT		Damage Ender
SEARING SKULL		Resource Ender
SHADOW SKELEPORT	x2	Damage Ender
SHADOW SEARING SKULL	x2	Curse Ender
ULTRA COMBO		



SPINAL
NORMAL ATTACKS

Standing Normals

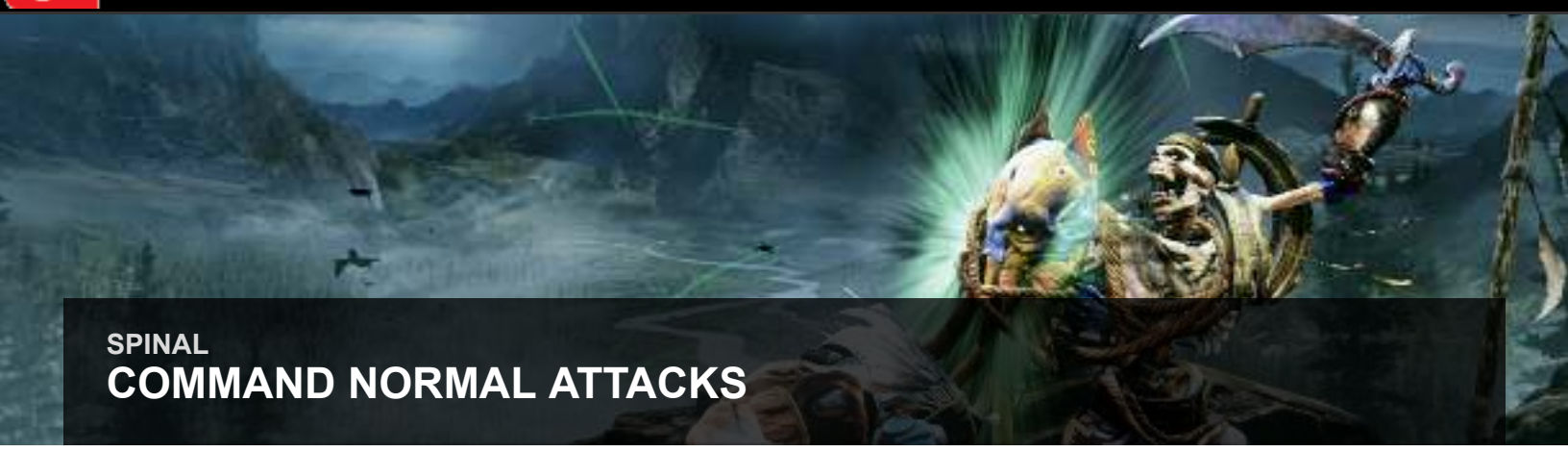
#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Standing	Mid	4	5	2	9	4	1
2	Standing	Mid	10	8	3	17	2	-1
3	Standing	Mid	16	12	5	18	-2	-6
4	Standing	Mid	4	6	3	13	5	2
5	Standing	Mid	10	8	4	20	3	0
6	Standing	Mid	16	11	6	24	-1	-5

Close Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Close Standing	Mid	4	5	2	9	4	1
2	Close Standing	Mid	10	7	3	12	3	1
3	Close Standing	Mid	16	8	3	19	-1	-4
4	Close Standing	Mid	4	6	3	13	5	2
5	Close Standing	Mid	10	7	4	14	2	-1
6	Close Standing	Mid	16	9	4	15	2	-2

Crouching Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Crouching	Mid	4	5	2	10	4	1	
2	Crouching	Mid	12	7	3	17	1	-3	
3	Crouching	Mid	16	10	4	19	-3	-6	Anti-air
4	Crouching	Low	4	5	2	11	3	0	
5	Crouching	Low	10	9	2	26	KD(41)	-8	Sweep, hard knock down
6	Crouching	Low	15	11	10	33	5	-15	Slide / Opener



SPINAL
COMMAND NORMAL ATTACKS

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Bone Runner (, (Hold))	-	N/A	13	-	-	-	-	Command run
2	Shield Crush (,)	Overhead	15	18	2	28	-3	-7	Long range overhead
3	Power Devour (,)	Overhead	N/A	5	NA	-	-	-	Absorbs Specials, Ga

Bone Runner

Command: (Hold)

Description:

Spinal has the ability to extend his forward dash into a full-on run by holding the second forward directional input. Generally, his movement would be considered slow compared to the majority of the cast; however, Bone Runner changes that. Spinal can cancel the recovery of the run into normals or specials, but it is still risky. It is also worth mentioning that Spinal gains a Skull for each successful throw he lands, but his throw range is very limited. This makes using Bone Runner into throw an important part of his game.

Shield Crush

Command:

Hit Location: Overhead

Description:

Shield Crush is a deceivingly long-range overhead attack. Spinal takes a step forward before performing the attack, so it is useful to hide this with his Bone Runner. It is unsafe on block, so you should cancel it into a Special Move like Light Boneshaker or a Soul Sword. This way if it connects you will go straight into a combo without leaving yourself vulnerable. Mix this up with crouching Heavy or Medium Kick.

Power Devour

Command: (Hold)

Hit Location: All

Description:

Power Devour is a move in which Spinal uses his shield to absorb the opponent's Special Moves and Shadow Attacks. For each hit he absorbs he gains one Skull. He can extend the duration of Power Devour indefinitely by holding the Light Punch button. By extending its duration, Spinal can absorb a full Shadow Move, filling his stock of 5 Skulls. Note that this only absorbs Specials and Shadow Attacks, so Spinal is vulnerable to all normal or command normal attacks. This can be useful against opponents who favor invincible wakeup attacks like Jago's Tiger Fury, Orchid's Air Buster, or Sabrewulf's Eclipse. Note that this is not instant, as it has a 5-frame startup. It also has a 14-frame recovery, so Spinal is punishable if he uses this move recklessly. If you do absorb an attack, you can usually punish with at least a standing Light Punch canceled into Soul Sword or Boneshaker to go into a full combo.

SPINAL
SPECIAL MOVES

Searing Skull

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Searing Skull (No Skulls)	Mid	15	15	2	24	8	-3	
2	Searing Skull (w/ Skull)	Mid	18	16	NA	17	8	-3	Shadow Curse
3	Searing Skull (w/ Skull)	Mid	18	15	NA	22	8	3	Shadow Curse
4	Searing Skull (w/ Skull)	Mid	18	21	NA	31	NA	NA	Shadow Curse
5	Shadow Searing Skull	Mid	10,10, 10, 10, 10	5,2	NA	31	NA	-2	Instinct Curse

Command:

With Skull:

Ender:

Shadow Searing Skull: x2

Hit Location: Mid

Description:

The regular version of Searing Skull is a very short-ranged spectral skull projectile. It is -3 on block, but it does have a little pushback, making it fairly safe. This pushback is enough to make your opponent whiff a Light Jab or Kick, so use this knowledge to bait and punish appropriately. With Skulls available, this becomes one of Spinal's most useful offensive tools.

Skull Version

The Searing Skull changes drastically when Spinal has a Skull available. Rather than being a short-ranged projectile, it becomes a full-screen projectile, with different hit locations for each punch button. Light Punch will send out a very slow, low-hitting projectile; Medium Punch will send a fast, mid-projectile; and Heavy Punch will send an overhead projectile that will come down on whatever position the opponent was at when the command was input. Each projectile costs one Skull.

If any of these three versions connect, it inflicts a Shadow Curse. The Shadow Curse slowly drains your opponent's Shadow Meter, giving it to Spinal. Your opponent's Shadow Meter will be surrounded by a red outline, and that opponent will have a blue skull circling his or her body. This effect can stack up to five times. If Spinal is hit, all Curses immediately wear off.

Shadow Version

The Shadow Searing Skull is a multi-hitting Searing Skull that causes Instinct Curse upon impact. This Curse slowly drains your opponent's Instinct Meter, giving it to Spinal. The Curse can stack up to three times. If Spinal is hit, all Curses immediately wear off. Your opponent's Instinct Meter will have a red outline around it, and that opponent will have an orange skull circling his or her body. Use this to deny your opponent from using his or her Instinct or to prolong your own Instinct!

Ender

Using Searing Skull as an Ender is Spinal's fastest way to generate Skulls. For any given combo, Spinal will receive the same number of Skulls as the Ender level of the combo—so, if you end the combo with a level 4 Ender, Spinal will receive 4 Skulls. If you end with a level 2 Ender, Spinal will receive 2 Skulls, etc. Alternatively, you can also end with a Shadow Searing Skull to cause Instinct Curse, but this will not generate any Skulls for Spinal.

Boneshaker

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Boneshaker	Mid	10	8	9	22	4	-2	
2	Medium Boneshaker	Mid	12	9	9	22	3	-3	
3	Heavy Boneshaker	Mid	15	10	8	22	1	-5	
4	Heavy Boneshaker w/ Skull	Mid	15	10	8	22	4	-2	Projectile Invulnerable
5	Shadow Boneshaker	Mid	6,6,6,6,18	3,3	10	28	5	2	Throw Invulnerable

Command:

With Skull:

Opener:

Linker: / or HOLD /

Ender:

Shadow Boneshaker: x2

Hit Location: Mid

Description: This dashing shield charge is a great Opener for Spinal. The distance he leaps forward depends on the strength of the kick button used. There are a lot of active frames in all versions, making it very useful to use from farther away. The light version is safe, while the heavy version is not, so keep this in mind.

Skull Version

With a Skull available, only the Heavy Kick version of Boneshaker is affected. This version becomes projectile invulnerable and costs one Skull. Always trying to keep one Skull available will help against Jago and Glacius.

Shadow Version

Shadow Boneshaker is a multi-hitting variation of the original. The key difference and best use for it is that it is throw invulnerable.

Linker

As a Linker, Boneshaker is considered a Carry Linker. Use it to move your opponent closer or farther from the corner, depending on your opponent.

Ender

When used as an Ender, Boneshaker is a Carry Ender. This means you can use it to either wall splat the opponent in the corner or push that opponent farther across the stage.

Soul Sword

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Soul Sword	Mid	12	8	3	31	3	-2	1-3 Upper Body Invulnerable
2	Medium Soul Sword	Mid	16	9	3	31	4	-1	1-5 Upper Body Invulnerable
3	Heavy Soul Sword	Mid	20	10	3	31	KD	0	1-8 Upper Body Invulnerable
4	Heavy Soul Sword w/ Skull	Mid	12, 12	10	3	20	KD	3	1-8 Upper Body Invulnerable
4	Shadow Soul Sword	Mid	8,8,8,8,24	3,2	3	19	6	2	Upper Body Invulnerable

Commands:

General:

With Skull:

Opener: /

Linker: / or HOLD /

Ender:

Shadow Soul Sword: x2

Hit Location: Mid

Description: Soul Sword is a wide, arcing-upward sword swing. It is Spinal's primary anti-air attack, and it has some upper-body invulnerability on startup. The light version has the least amount of range while the heavy version has the most range. Though similar to Jago's Laser Sword, Soul Sword is not advantage on block. Regardless of this, it is still one of Spinal's best Openers.

Skull Version

With a Skull available, the Heavy Punch version of Soul Sword becomes two hits instead of one. The cost of this attack is one Skull. It also has the same upper-body invulnerability on startup as the regular version.

Shadow Version

Shadow Soul Sword is a multi-hitting variation of the Soul Sword. It is best used to add damage to a combo, but it is fairly easy to break as well. It also has upper-body invulnerability at startup.

Linker

Use this Linker when you don't need to control positioning with his exchange or Carry Linkers but instead simply need to add damage to your combo.

Ender

As an Ender, Soul Sword is Spinal's Launcher Ender that allows you to follow up with an air juggle. The higher level the Ender, the higher in the air the opponent will be sent. When you have Skulls and/or Shadow Meter available, this is one of the deadliest Enders, as you can combo into Spinal's Curses from as low as a level 2 Ender! Shadow cancel the Searing Skull (with Skull) into Shadow Searing Skull, and repeat if you have enough resources!

Skeleport

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Skeleport	NA	N/A	1	0	0	NA	NA	Set distance in front of opponent
2	Medium Skeleport	NA	N/A	1	0	0	NA	NA	Immediately in front of opponent
3	Heavy Skeleport	NA	N/A	1	0	0	NA	NA	Immediately behind opponent
4	Heavy Skeleport w/ Skull	NA	N/A	1	0	0	NA	NA	Can cancel recovery with Special
5	Shadow Skeleport	Mid	10,10,10,10,30	3,13	5	35	NA	-20	Invulnerable. Can be performed in

Commands:

General:

With Skull:

Linker: / or HOLD /

Ender:

Shadow Skeleport: x2 (can be performed in air)

Hit Location: Mid

Description:

Skeleport is a teleport that places Spinal in a location dependent upon his opponent and the attack strength used. With Light Kick, Spinal will always appear in front of his opponent with some space between them; with Medium Kick, Spinal will always appear immediately in front of the opponent; and with Heavy kick, Spinal will always appear immediately behind his opponent. Spinal is melee and attack invulnerable on the way down, though he can be thrown. On the way up out of the ground, he is vulnerable the entire time.

Since the light version always puts Spinal a set distance away from the opponent, you can use this to easily set up your offense (The only exception to this is when the Light Skeleport is used while you are trapped in the corner by your opponent.) Shield Crush, standing Heavy Punch, standing Heavy Kick, and Slide Kick all connect from this range. Use the medium and heavy versions in combination with Spinal's overhead Searing Skull to mix up your opponent's defense.

Skull Version

The Skull version of the Skeleport only affects his Heavy Kick version. It still teleports Spinal immediately behind his opponent; however, it gives you the option of Special or Shadow canceling the recovery of the Skeleport. Canceling the recovery costs one Skull. This means that you can still use the Heavy Kick version of the Skeleport without costing yourself a Skull. Only if you decide to cancel it into a Special Attack will it cost you a Skull. With Instinct Mode regenerating Skulls quickly, Heavy Skeleport canceled into another Skeleport can be used to confuse your opponent's defense.

Shadow Version

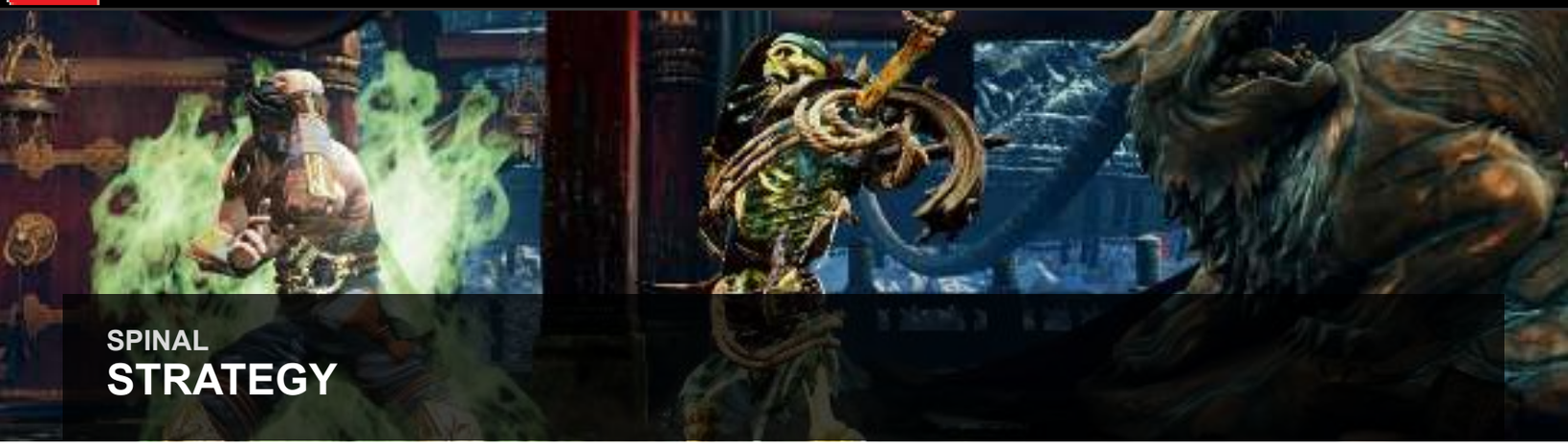
Shadow Skeleport is a multi-hitting teleport attack from behind the opponent. Unlike the regular version, it is completely invincible on the way down. This move it can be used in the air. Just like the regular ground version, the air version is completely invincible on the way down. This makes it especially useful against anti-air attempts where the opponent stays grounded. You can follow this up with a small combo with Medium Punch, Medium Soul Sword, or a Shadow Move.

Linker

Skeleport is Spinal's Exchange Linker. Each time you use it, Spinal will teleport and attack from the other side of the opponent. This is useful for getting your opponent back into the corner.

Ender

Skeleport Ender is Spinal's Damage Ender. You cannot follow up for a combo after it. Note that this Ender does not exchange sides with the opponent.



SPINAL
STRATEGY

GENERAL OVERVIEW

In addition to managing his Shadow Meter and Instinct Meter, Spinal has an additional resource to manage: Skulls. These Skulls give him additional attacks and/or properties on existing attacks, but in the beginning of a match Spinal will not have any Skulls available. At this time, his primary way to build Skulls is by using Power Devour to absorb his opponent's Special Attacks or by using throws (usually with the help of Bone Runner). Once you get a combo on the opponent, if you don't have any Skulls available, use Spinal's Searing Skull Ender to quickly increase your Skull count.

Aside from trying to build Skulls, Spinal can open up his opponent with Shield Crush overhead mixed up with his Slide Kick. He can also Light Skeleport to set up offense because it always places him the same small distance from his opponent. After a Light Skeleport, you can use Heavy attacks canceled into Searing Skull, Boneshaker, or Soul Sword to pressure your opponent. Look to use his crouching Heavy Punch as an anti-air into combo. For extra mobility, use Spinal's Dive Kick or Slide Kick to get around, especially against projectiles.

Once Spinal has at least one Skull, he is able to whiff punish full-screen by using Heavy Skeleport canceled into Soul Sword or Boneshaker. Alternatively he can send out an overhead Searing Skull projectile, then use a Skeleport to mix up the opponent's blocking direction, or use Bone Runner into an overhead/low mix up. The more Skulls you have, the more projectiles and teleports you can use to lock your opponent down and confuse his or her defense.

Finally, using Spinal's Curses will be key to shutting down certain characters. With Curses, Spinal has the ability to steal Shadow Meter and/or Instinct Meter. This can ultimately prevent an opposing character from ever getting to use his or her Instinct in a match! Or if you are using Shadow Curses, the opponent may not be able to use Shadow Attacks, which could also dramatically change a battle.

NOTABLE NORMALS

One of Spinal's best normal attacks yet to be mentioned is his Slide Kick, performed by crouching Heavy Kick. This slide goes under projectiles and is an Opener to start combos. His close standing Medium Punch is a shield hit that gives +1 advantage on block, making standing Light Punch afterward a frame trap. Standing Light Punch is also advantage on block! Spinal's crouching Heavy Punch can be used as an anti-air and lead to additional combos. With Skulls available, this anti-air attack will end up taking the opponent's meter!

Spinal's standing Heavy Kick and standing Heavy Punch are also very useful tools for applying pressure. The standing Heavy Kick starts up a frame faster and has an extra active frame as well. The main advantage of standing Heavy Punch, though, is that it has slightly more range and a longer hitbox. This leaves Spinal safer, as his hurtbox will be farther away from the opponent, but you will need to use Medium Boneshaker after to reliably connect with a combo from max range.

Note that Spinal does not have a cross up jumping attack. He does have a Dive Kick, however, which can be performed by Medium Kick while in the air. For air-to-air attacks, you will want to use jumping Medium or Heavy Punch.

BUILDING SKULLS

Whether or not Spinal has Skulls available changes the way he is played. Without Skulls available, Spinal should be looking to gain Skulls whenever possible. This can be done by landing throws, ending combos with Searing Skull Ender, using Spinal's Power Devour to absorb Special Moves, or by activating Instinct. To land throws, use Bone Runner into throw to close distance and get close enough, as Spinal's throw range isn't very far. Power Devour is a fantastic way to build Skulls because you can also start a combo with standing Light Punch (or heavier, depending on what you absorb) to punish the opponent up close. For example, if you Power Devour Jago's Wind Kick, you can hit standing Light Punch and cancel into Boneshaker to start a combo. You can even end that combo with Searing Skull Ender if you want to gain Skulls quickly. If you feel you are behind in the match, you can activate Instinct to replenish your Skulls as well.

SKULL ABILITIES

All of the heavy versions of Spinal's Special Attacks gain additional properties when he has Skulls available. With Skulls, Spinal gains a great projectile game from his Searing Skulls. Mix this in with his Skeleports and all of a sudden, those projectiles become a lot more useful in addition to inflicting Shadow Curses on hit. His teleport game is also stronger as he gains the option to cancel the recovery of Heavy Skeleport into a Special Attack. Without Skulls, Spinal would only be able to cancel his Skeleports with a Shadow Attack. This is fantastic to punish long-range attacks on reaction. The Heavy Skeleport only uses a Skull if it is canceled into another Special Attack. For defense, Spinal's Heavy Boneshaker gains projectile invulnerability, giving him an additional counter for projectiles. Soul Sword is probably the least likely to be used with Skulls, but its larger hitbox helps in juggle combos and the extra hit it does can be useful for damage.

UNDERSTANDING INVULNERABILITIES

Spinal's Skeleport on wakeup is one of his most useful ways to get out of meaty pressure. The regular Skeleport is invulnerable to everything except throws, naturally making throws the best meaty pressure to beat Skeleport. Once an opponent starts throwing Spinal on wakeup, Spinal has two options—Shadow Boneshaker for throw invulnerability or Shadow Skeleport for total invulnerability. Both of these options require Shadow Meter, however. Against characters using overheads or jump in meaty attacks, use Soul Sword, as it has upper-body invulnerability on startup. Spinal also has projectile invulnerability with his Heavy Boneshaker with Skull. Though not usually an option you would use on wakeup, it is useful in certain situations.

- Shadow Skeleport = Invulnerable to everything
- Skeleport = Invulnerable to everything except throws
- Shadow Boneshaker = Throw invulnerable
- Soul Sword = Upper-body invulnerable

- Heavy Boneshaker with Skulls = Projectile invulnerable

USING DIVE KICK

Spinal's Dive Kick attack is his jumping Medium Kick. It attacks in a diagonal direction from the air. On hit, it grants massive frame advantage, allowing you to easily Auto-Double to start a combo, even though it isn't classified as an Opener. On block, it is easily punishable for full combo, unless it hits very low on the opponent (around most character's shins). Since Spinal's back dash does not have much range, jumping back can be a better option to create space. While jumping back, look to use the Dive Kick to catch an advancing opponent off-guard to start a combo.

USING HARD KNOCKDOWNS WITH SKULLS

If Spinal has Skulls and gets a hard knockdown, his offensive options are very strong. Most of this offense begins by sending out either the low or overhead projectile. Since these travel slower, you have time to follow up with different options to break your opponent's defense of the projectile. After a throw, you can throw out a low projectile, and before it connects, you can choose to either use Medium Skeleport to appear in front of the opponent or Heavy Skeleport to appear behind the opponent. Since the opponent has to block the projectile depending on where Spinal is, this can be difficult to deal with. After knocking down with crouching Medium Kick, you can quickly send out a low projectile and follow it up with the overhead Shield Crush.

UNDERSTANDING CURSES

One of Spinal's greatest strengths lies in his ability to Curse his opponents to steal their meter. Connecting with Skull versions of Searing Skull projectile will inflict a Shadow Curse, which makes Spinal steal Shadow Meter from his opponent. Connecting with the Shadow version of Searing Skull will inflict an Instinct Curse to steal Instinct Meter. Shadow Curses can stack up to 5 times while Instinct Curses can stack up to 3 times to increase the drain rate. Shadow Curses last 5 seconds while Instinct Curses last 8 seconds. Both durations can be extended by stacking the same type of Curse before the duration expires. With Instinct activated, the Curses drain even faster. If Spinal is hit by the opponent, all Curses are immediately lifted.

Depending on the character you are facing, you should favor certain Curses over others. Against Thunder or Sabrewulf, both of whom excel with Shadow Meter, your focus may be to hit them with Shadow Curse as much possible. When facing Sadira or Jago, both of whom excel with Instinct Meter, your focus may be to hit them with Instinct Curses.

It is important to note that Curses continue to steal meter between downs as well. So, after you take an opponent's first lifebar, it is a great idea to end your combo with Curses! This way the opponent cannot hit you to end the Curse for a few seconds, guaranteeing some stolen meter!

Shadow Curse	Drain Rate per Second without Instinct	Full 5 Seconds without Instinct	Drain Rate per Second with Instinct	Full 5 Seconds with Instinct
1 Skull	2.5%	12.5%	3.5%	17.5%
2 Skulls	5.5%	27.5%	7%	35%
3 Skulls	8.5%	42.5%	10.5%	52.5%
4 Skulls	11.5%	57.5%	14%	70%
5 Skulls	14.5%	72.5%	17.5%	87.5%

Instinct Curse	Drain Rate per Second without Instinct	Full 8 Seconds without Instinct	Drain Rate per Second with Instinct	Full 8 Seconds with Instinct
1 Skull	2%	16%	2.8%	22.4%
2 Skulls	4.8%	38.4%	6%	48%
3 Skulls	7.6%	60.8%	8.8%	70.4%

USING SKELEPORT

Spinal's Skeleports are useful for mobility and to confuse your opponent's defense. With Shadow Meter available, you can use the medium or heavy variations, then cancel into Shadow Soul Sword or Shadow Boneshaker to whiff punish from anywhere on the screen.

Light Skeleport always puts you a set distance in front of the opponent. From here you are at the perfect range to follow up with Shield Crush overhead, standing Heavy Kick, or standing Heavy Punch. You can even cancel these back into another Skeleport for more confusion.

If you have Skulls available, you have a couple of options. First, you can cancel your Heavy Skeleport into any Special Attack for one Skull, allowing you to whiff punish full-screen without requiring Shadow Meter. With multiple Skulls, canceling Heavy Skeleport into Heavy Skeleport multiple times can be hard for your opponent to deal with.

Another use for Skeleports with Skulls available is to use the Searing Skull projectiles. The opponent has to block the projectile based on Spinal's location, so mixing up Heavy or Medium Skeleport as the projectile is about to hit makes it an ambiguous crossup. In case the opponent blocks correctly, you can also follow up with Shield Crush overhead or a quick low as well.

Skeleport's one major weakness is that it is vulnerable to throws, especially if you are using it on wakeup. To counter this, Spinal requires meter, as Shadow Boneshaker is throw invulnerable and Shadow Skeleport is invulnerable to everything.

USING SEARING SKULLS WITH SKULLS

With Skulls available, Spinal's Searing Skulls should be used alongside Bone Runner and Skeleport to maximize effectiveness. The low projectile is the slowest of the three, allowing Spinal to follow up with the medium projectile at the same time. From full-screen distance, it is possible to have all three out at the same time. After the low projectile from full-screen, you can use Bone Runner to close distance and mix up the timing with Spinal's Shield Crush overhead. Because Spinal can run faster than the projectile, you can even mix it up with a throw. Shield Crush into the low projectile is also a way to check your opponent's defense, as he or she will have to quickly switch between high and low blocking.

Up close, say after a Light Skeleport, you can use the overhead projectile and mix up the timing with Slide Kick to throw off your opponent's timing. Slide Kick is unsafe on block; however, you can cancel it into a Shadow Attack like Shadow Soul

Sword or Shadow Boneshaker to keep frame advantage (assuming, of course, your opponent doesn't have meter to Shadow Counter). As with the other two projectiles, you can also use Skeleport to make the projectile harder to block.

It is not uncommon to see players use their projectile invulnerable specials once Spinal's projectiles come up. You can attempt to counter this while using Bone Runner by canceling it into Power Devour. It is also important to note that up close, low projectile can combo into medium projectile to stack Curses!

SPECTRAL MANUALS

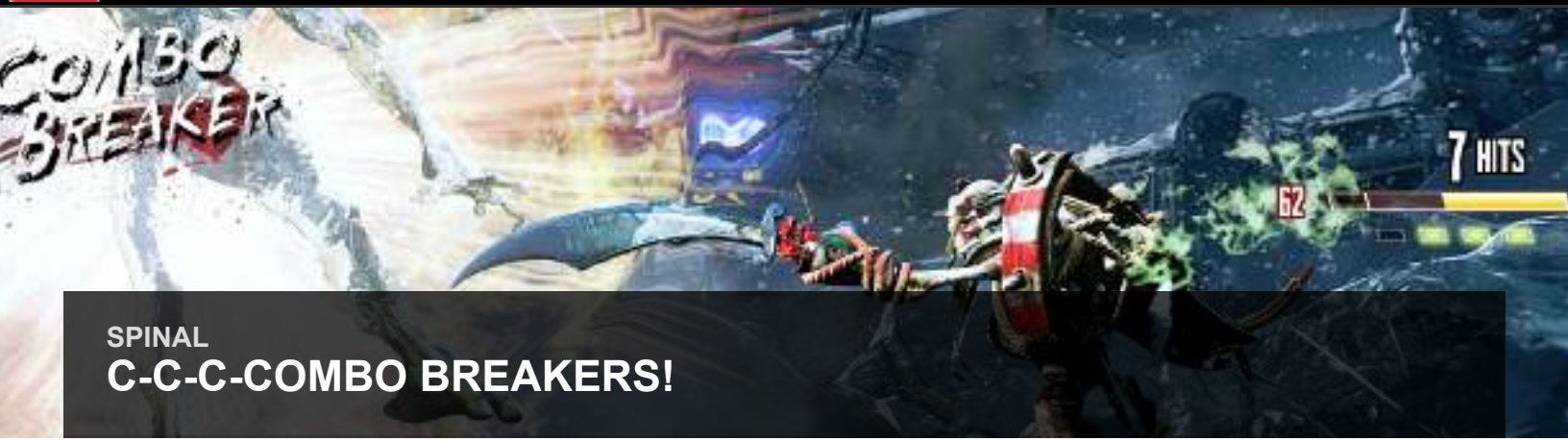
Spinal's unique combo mechanic is called Spectral Manuals. While manuals are generally found after Openers or Linkers, Spectral Manuals give Spinal the ability to also use manuals after Auto-Doubles. Any time after an Auto-Double in a combo, Spinal can hit the same strength button that was used for the Auto-Double to get a manual attack after. This is always the same strength manual as the Auto-Double before it. The manual is treated as any other manual in the game in that you need to go into a Linker, Shadow Linker, or Ender afterward to continue the combo. Visually, the Spectral Manuals for both punches and kick attacks are the same. Only the strength of the Auto-Double and the Spectral Manual will change its visual appearance.

Tip

Although you have less time to break manuals in combos than you do for Auto-Doubles, the fact that it is the same strength manual as the Auto-Double before it makes it easier to break than regular manuals.

USING INSTINCT

Spinal's Instinct replenishes all of his Skulls, generates an additional Skull every 2 seconds, and causes increased drain rates of his Curses. Since the Skulls are generating so quickly, you have to take advantage of this by using your Skulls as much as possible. Strategies like canceling Heavy Skeleport into Heavy Skeleport repeatedly become viable, as you will have so many Skulls. Additionally, if you can use this to quickly start a combo and then end it with two Shadow Searing Skulls, the stacked drain rate on the Instinct will actually prevent Spinal's Instinct from decreasing! Also, while most characters will only get to use their Instinct a maximum of twice per match, Spinal actually has the potential to get Instinct more than twice per match, depending on how much Instinct he has stolen from the opponent!



SPINAL

C-C-C-COMBO BREAKERS!

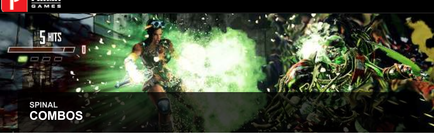
Here are Spinal's six Auto-Doubles. Learn to tell them apart and break them accordingly!

Additionally, Spinal's unique combo mechanic is his Spectral Manuals. These manuals can only occur after Auto-Doubles and are always the same strength as the Auto-Double used. They are also the same Spectral Manuals regardless of punch or kick button used.

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			
Spectral Manuals			

SPINAL

COMBO FLOWCHART



SPINAL
COMBOS

SPECTRAL MANUALS

COMBO EXAMPLE: Power Devour Medium Punch Medium Boneshaker Medium Punch Auto-Double Medium Punch Spectral Manual Heavy Soul Sword Linker Heavy Kick Auto-Double Heavy Kick Spectral Manual Heavy Skeleport Ender

Video is restricted

Description: Here we absorb Jago's Wind Kick with Power Devour, then punish with Medium Punch canceled into Boneshaker. We use the Medium Boneshaker instead of Heavy Boneshaker to save our Skull. Heavy Boneshaker isn't especially more damaging than Medium Boneshaker, and Skulls are limited. Throughout the combo we use the Spectral Manuals to add damage and make the combo more difficult to break. We end with the Heavy Skeleport Ender to increase damage. If you have meter and/or Skulls and want to drain meter, you should use the Heavy Soul Sword Ender instead so you can combo into Searing Skulls afterward.

ANTI-AIR

COMBO EXAMPLE: Crouching Heavy Punch Heavy Soul Sword with Skull Shadow Searing Skull Shadow Searing Skull Searing Skull with Skull

Video is restricted

COMBO EXAMPLE: Crouching Heavy Punch Heavy Soul Sword with Skull Shadow Skeleport Heavy Boneshaker

Video is restricted

Description: Here we have a couple of combos showing off Spinal's versatility. Both start with crouching Heavy Punch into Heavy Soul Sword with Skull, but at this point the combos split. The first combo focuses on stealing meter from the opponent by spending two bars of Shadow Meter to steal two stacks of Instinct and one stack of Shadow Meter. The second combo instead goes for straight damage and only uses one bar of meter. You want to go for the second combo if you notice your opponent isn't spending a lot of meter or if you aren't concerned about them using their Instinct. These combo decisions are what allow Spinal to be played so differently from player to player.

SHADOW SKELEPORT COMBO

COMBO EXAMPLE: Shadow Skeleport Medium Soul Sword Shadow Searing Skull Bone Runner Heavy Kick Medium Searing Skull with Skull

Video is restricted

Description: Here we show Spinal using the complete invincibility of Shadow Skeleport to avoid Sadira's jumping Heavy Kick. We combo with Medium Soul Sword, as it is unbreakable. Then we use another meter to Shadow Searing Skull so we have an Instinct Curse applied. While the Shadow Searing Skull holds an opponent in place, we use Bone Runner to get closer, and cancel it into Heavy Kick into Medium Searing Skull to apply Shadow Curse as well! Now we are stealing both Instinct and Shadow Meter! The Heavy Kick can be combo broken, but you can substitute a Medium Punch instead or go for a Counter Breaker.

CORNER CURSE COMBO WITH SEARING SKULL ENDER

COMBO EXAMPLE: Light Skeleport Shield Crush Light Searing Skull with Skull Standing Medium Punch Manual Medium Boneshaker Linker Heavy Kick Auto-Double Heavy Boneshaker Linker Heavy Kick Auto-Double Heavy Searing Skull Ender Medium Soul Sword Shadow Searing Skull Shadow Searing Skull Medium Searing Skull with Skull

Video is restricted

Description: This combo begins with one Skull available and Light Skeleport for placement. Then we go with the overhead Shield Crush into the low Light Searing Skull projectile to begin draining Shadow Meter. From here we have to manual to continue the combo, and we do so with standing Medium Punch. Then we get up to a level 4 Ender with Searing Skull Ender to give us more Skulls. Usually you cannot combo off Searing Skull Ender, but in the corner at level 4 you can. Here we combo from crouching Medium Punch into double Shadow Searing Skull to stack Instinct drain. Since we ended the combo with Searing Skull Ender, we have another Skull available, and we use it with Medium Searing Skull to drain Shadow Meter as well. If you started the combo from the corner, you can use Spinal's Skeleport Exchange Linker instead of Boneshaker to swap sides and finish the combo in the corner.

ULTRA COMBO: 112 Hits

Combo Example:

Shield Crush Light Searing Skull Heavy Kick Heavy Boneshaker Linker Heavy Kick Auto-DoubleAuto-Double Heavy Kick Spectral Manual Heavy Boneshaker Linker Heavy Punch Auto-DoubleAuto-Double Heavy Punch Spectral Manual Heavy Boneshaker Ender WALL SPLAT Shadow Boneshaker Shadow Boneshaker ULTRA 1 (29 hits)

INSTINCT CANCEL at 42 hits

Heavy Kick Auto-Double Heavy Kick Spectral Manual Heavy Boneshaker Linker Heavy Punch Auto-Double Heavy Punch Spectral Manual Heavy Boneshaker Linker Heavy Kick Auto-Double Heavy Kick Spectral Manual Heavy Boneshaker Linker Heavy Punch Auto-Double Heavy Punch Spectral Manual Heavy Boneshaker Linker Shadow Boneshaker Shadow Boneshaker ULTRA 2 (76 hits) Shadow Searing Skull Shadow Searing Skull Bone Runner ULTRA CANCEL

Video is restricted

Description: One interesting thing to note about Spinal's Ultra is that if you Instinct Cancel it before it ends, you will not have a full two stocks of meter. That is why we chose to start the combo off with a Searing Skull with Skull so we can pull meter from Jago during the combo and get two Shadows before the second Ultra.

FULGORE

COMMAND NORMAL ATTACKS

Gravity Strike

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Gravity Strike ( )	Overhead	15	19	2	23	-4	-8	Overhead opener
2	Axis Slash ( )	Mid, Mid	10,12	8,22	2	18	5	3	Pressure opener

Command:

Hit Level: Overhead

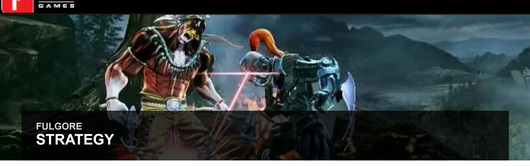
Description: This is an overhead punch attack that can be canceled into specials as an Opener. The range isn't the best, but combined with Fulgore's walk speed and dash speed boosts with full meter, this is still incredibly deadly. It is very punishable on block, so be sure to cancel into a safe Special attack like Light Eye Laser or Light Blade Dash. From the range at which it connects, you can always cancel into Light Eye Laser, leading to a full combo. On block, Light Eye Laser retains frame advantage, allowing you to continue your offense or set up a frame trap.

Axis Slash

Command:

Hit Level: Mid, Mid

Description: Axis Slash is a two-hit pressure Opener that covers a good amount of ground and has frame advantage on block. On hit it is actually +5, so you can also manual into any Light attack to start your combo. Because this is a two-hit string that can't be canceled, your opponent should be looking to Shadow Counter this.



FULGORE
STRATEGY

GENERAL OVERVIEW

At his core, Fulgore is a zoner with multiple types of projectiles to keep the opponent away and a teleport and uppercut to help him if the opponent gets too close. One of the keys to using Fulgore effectively, though, is managing his meter. It is absolutely crucial to maximize your use of Charge Reactor by setting up situations where it is safe to do so. Additionally, Fulgore has incredible mobility via his Plasmaport, which you can use either defensively or offensively. With full meter, his walk speed is faster and his dashes get more distance, allowing him to adopt a much more aggressive play style. Further, once you save up to full meter, the game changes as soon as you have Instinct available because any whiffed attack or jump from the enemy turns into 40% damage from Devastation Beam.

Be careful about using too many Energy Bolts, as this will quickly give your opponent full meter. Close distance quickly with Blade Dash, and once you're up close mixup Gravity Strike overhead with crouching Medium Kick or Light Eye Laser. Energy Bolts are unsafe on block up close, so be sure to special cancel into Light Eye Laser or Light Blade Dash when looking to break your opponent's defense.

Lack of meter can be a death sentence against frame-trap-heavy characters like Jago. You will have to save meter for Shadow Counter and definitely maximize your usage of Charge Reactor. If you find yourself out of meter, you may have to use your Instinct just to get meter, which is unfortunate but sometimes necessary.

NOTABLE NORMALS

Crouching Medium Kick is easily Fulgore's best normal because of its great range, leading to easy Opener opportunities. Standing Medium Kick has the best range combined with great startup speed; however, it does recover a little slowly. Fulgore's jumping Medium Kick is a great crossup tool, especially when mixed up with jumping Heavy Kick. Jumping Medium Punch is good for air-to-air situations. Fulgore's sweep, crouching Heavy Kick, advances forward, giving it more range; however, it is punishable on block. Standing Heavy Kick gives a hard knockdown and also gives Fulgore time to use Charge Reactor.

BUILDING METER

Fulgore has three ways to build meter, the primary of which is by using Charge Reactor. Because Charge Reactor is completely vulnerable, you will want to find situations where you can use this safely. Next, Fulgore builds meter by using his Triple Doubles in combos. Each time Fulgore uses a Triple Double, he gains 1 PIP of meter, allowing him to potentially use three Shadow Moves in one combo. If you take the first life bar of your opponent mid-combo, be sure to use as many Triple Doubles as possible to build meter! Finally, Fulgore also builds meter by activating his Instinct, as it continually builds meter.

USING CHARGE REACTOR

Because Charge Reactor is completely vulnerable, you will want to use it in situations where it is guaranteed. One of the best ways to use it is after a throw. If you successfully land a throw, you can quickly buffer in the Heavy Charge Reactor and gain 3 PIPs of meter. Another great way to charge is by ending a combo with a Launcher Ender and then charging the Heavy Charge Reactor. If you use the Energy Bolt Ender mid-screen, you will easily get a full Heavy charge and then some. If you use the Eye Laser Ender, you will need to end your juggle with standing Heavy Kick to get enough pushback to charge. After a sweep with crouching Heavy Kick, you can also get a Light Charge Reactor in, but you have to be quick, though you're probably better off going for some meaty pressure. Another perfect place to use Charge Reactor is after a successful Combo Breaker—the hard knockdown gives you enough time to fit in at least a Medium Charge Reactor safely.

When used in juggle state, Shadow Energy Bolt is also useful for using Charge Reactor. Because it holds the opponent in the air for a while, you can use the end of this juggle to charge longer. The farther away you are when you hit the Shadow Energy Bolt, the more meter you will be able to gain, basically allowing you to regain the meter spent on that Shadow Energy Bolt.

USING PLASMAPORT

Fulgore's Plasmaport takes a while to get used to, but once you understand you just need to choose where on the screen you want to go, it become a lot easier to use. Because Fulgore is vulnerable and cannot cancel the Plasmaport into another special, you will generally want to use it to run away from your opponent. There are times, though, where you will want to close in on the opponent—for example, while the opponent is attacking with a projectile from across the screen—or after a hard knockdown, if you want to mixup your opponent's defense before he or she can retaliate. If you end your combos with an Energy Bolt Ender, you can actually Plasmaport twice to confuse your opponent's defense.

SPECIAL CANCELS

Unique to Fulgore is his ability to cancel certain specials into other specials. You can use this to lock your opponent down, to enforce tighter zoning, or even to uppercut from a distance! (Take a look at the Combo Flowchart section for all possibilities.) In general, though, the only moves that can cancel back into one another are Energy Bolt and Eye Laser. While most specials can cancel into Plasmaport, Plasmaport itself cannot cancel into anything else. Both projectiles—Energy Bolt and Eye Laser—can cancel into Plasma Slice, but Plasma Slice cannot cancel into anything. Blade Dash can also cancel into Plasma Slice, but only on whiff, allowing you to travel across the screen into an invincible uppercut!

When zoning, you will be able to use Heavy Energy Bolt and special cancel it into Heavy Eye Laser to catch your opponent trying to jump over. Heavy Eye Laser into Shadow Energy Bolt is actually very difficult to avoid as an anti-air that leads to Heavy Reactor Charge to regain meter as well.

Up close, especially in the corner, you can cancel the specials into one another to bait out a Shadow Counter attempt. You can keep the pressure up by mixing in Fulgore's Gravity Strike and crouching Medium Kick as well. To further keep the pressure on, use crouching Medium Kick into Light Energy Bolt canceled into Light Eye Laser. Light Eye Laser is a low attack that gives frame advantage, while Light Energy Bolt would be unsafe on block up close. Gravity Strike into Light Eye Laser is a quick overhead low combo your opponent may also have trouble blocking quickly.

Shadow Energy Bolt and Shadow Eye Laser are the only Shadow Moves that can be special canceled, even into other Shadow Moves! Cancel Shadow Energy Bolt into Plasmaport to cross up your opponent's defense of the projectiles! If you try to do this with the regular versions of Energy Bolt, the opponent can generally block the projectiles before you mixup his or her defense. For Shadow Eye Laser, canceling into Shadow Blade Dash is the only way to combo from it. (See the Combo section for an example.)

The general rule of Killer Instinct that allows you to cancel Special Moves into Shadow Moves still applies to all Special Moves on block, so be sure to keep this in mind when using all of Fulgore's other cancels!

USING MOBILITY

When Fulgore has full meter, his movement speed and dash distances are increased. Additionally, you can extend his forward dash by holding the second forward input. Use this to your advantage to put pressure on the opponent with Medium Eye Laser, crouching Medium Kick, Gravity Strike, and Axis Slash. Extended dash right up to the opponent before a quick backdash is a good throw bait, allowing Fulgore to whiff punish into full combo with standing Medium Kick. Multiple backdashes are also very effective once Fulgore has full meter.

ZONING WITH FULGORE

Fulgore's zoning tools are obviously his Eye Laser and his Energy Bolts. Using just his Energy Bolts, though, will quickly give your opponent a ton of meter, so when controlling space, it's best to use the Light Energy Bolt. Fulgore's Medium Eye Laser just out of range of being blocked by the opponent is also very useful to stop projectiles or to stop the opponent from advancing without giving him or her meter. If your opponent tries to jump over either of these options, use Heavy Eye Laser to knock the opponent out of the air, and follow it up with Shadow Energy Bolt canceled into Heavy Charge Reactor to regenerate the meter you just used. Heavy Eye Laser is also useful up close against taller characters like Glacius and Thunder.

TRIPLE DOUBLES

Fulgore's unique combo mechanic is his Triple Doubles. Wherever you perform an Auto Double in a combo, if you hold down that button, Fulgore will perform a third hit. This third hit is a repeat of the first hit, and Fulgore temporarily goes invisible before performing that third hit. This makes the Triple Double a little bit easier to break on reaction; however, Fulgore can also use this to his advantage by going for a Counter Breaker attempt. For each completed Triple Double, Fulgore will receive 1 PIP of meter.

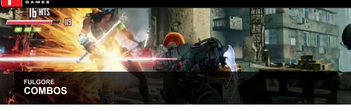
USING INSTINCT

Fulgore's Instinct is extremely dangerous for your opponent! First, it constantly regenerates PIPs of meter. Second, with full reactor charged, it gives him access to the Devastation Beam that takes an instant 40% of life from the opponent if he or she jumps or does anything. Third, if Fulgore gets his opponent in a combo, he will be able to land multiple Shadow Moves in the combo, especially if using Triple Doubles to build PIPs at the same time. Of course, these can be breakable, but if the opponent gets locked out, the damage is going to be ridiculous.

Beyond combos, you can use the constant PIP generation to lock your opponent down with Eye Lasers and Energy Bolts. Up close, crouching Medium Kick into Light Eye Laser or Gravity Strike into Light Eye Laser are great options. Make these safer by creating block strings with the special cancels. Since the special cancels also work on whiff, you can use the Heavy Eye Laser to whiff a high attack and bait your opponent into doing something you can beat out by canceling into Energy Bolt or Blade Dash.

Tip

In Instinct, Fulgore generates 1 PIP every 0.75 seconds. When holding the Charge Reactor, Fulgore generates additional PIPs every 0.4 seconds!



FULGORE
COMBOS

TRIPLE DOUBLES

Combo Example: Heavy Blade Dash Light Punch Triple Double Heavy Blade Dash Linker Medium Punch Triple Double Heavy Eye Laser Linker Heavy Kick Auto Double Energy Bolt Ender Heavy Charge Reactor

Video is restricted

Description: In this example, we show Fulgore starting the combo with no meter. By using the Triple Doubles in the combo, we build 2 PIPs of meter. Then by ending the combo with Energy Bolt Ender and sending the opponent across the screen, we can quickly do a Heavy Charge Reactor, giving us a total of 5 PIPs for that combo. If we wanted to push our luck, we could hold the charge longer and try to gain additional PIPs of meter.

ANTI-AIR

Combo Example: Heavy Eye Laser Shadow Energy Bolt Heavy Charge Reactor

Video is restricted

Description: This simple anti-air combo does decent damage, and it then allows Fulgore to replenish his meter! This basically allows you to recover your meter used in the combo by just holding the charge a little longer. From full screen, the Shadow Energy Bolt may miss, so you want to anti-air from about half-screen away for this combo to work.

SPECIAL CANCEL QUICK LAUNCH COMBO

Combo Example: Gravity Strike Light Energy Bolt Heavy Eye Laser Light Energy Bolt Shadow Energy Bolt Plasmaport Heavy Plasma Slice

Combo Example: Gravity Strike Light Energy Bolt Heavy Eye Laser Heavy Blade Dash Shadow Energy Bolt Plasmaport Heavy Kick Heavy Charge Reactor

Video is restricted

Description: This combo does a small chunk of damage at the cost of one meter and 3 PIPs. The reason to do this combo, though, is because it launches very early and only uses special attacks during the juggle. As we aren't using any normals post-launch, the remainder of the combo cannot be broken. In the second combo, we end with a Heavy Kick into Heavy Charge Reactor to regain some of the meter we used in the combo.

FULL METER DAMAGING OPENER

Combo Example: Gravity Strike Shadow Eye Laser Shadow Blade Dash Light Punch Auto Double Plasma Slice Ender

Video is restricted

Description: Because Shadow Eye Laser pushes Fulgore away, following up with Shadow Blade Dash is the only way to combo with it. As the Shadow Eye Laser does not count as an Opener, the Shadow Blade Dash is considered the Opener, making both Shadow Moves unbreakable. This means the only break point is after the Shadow Blade Dash, giving us over 50% damage with only one break opportunity. The Auto Double can also be swapped out for a light manual or a different strength Auto Double.

THREE SHADOW MOVES IN ONE COMBO

Combo Example: Gravity Strike Shadow Eye Laser Shadow Blade Dash Heavy Kick Triple Double Heavy Blade Dash Linker Heavy Punch Triple Double Heavy Blade Dash Linker Heavy Kick Triple Double Shadow Eye Laser Plasma Slice Ender

Video is restricted

Description: Building off the last combo example, this one shows the potential of using Fulgore's Triple Doubles in combo. Since each Triple Double builds a PIP of meter, if Fulgore starts with full meter (10 PIPs), he usually only needs two Triple Doubles to get another stock before the end of the combo. Because we special cancel Shadow Eye Laser into Shadow Blade Dash, however, we will need three Triple Doubles here. Beginning with this Heavy Opener plus the third Shadow Move in the combo, we end up doing 75% damage!

SHADOWS AND TRIPLE DOUBLES DURING INSTINCT

Combo Example: Jump Heavy Kick Heavy Kick Auto Double Heavy Blade Dash Linker Heavy Punch Auto Double Heavy Blade Dash Linker Heavy Kick Auto Double Heavy Blade Dash Linker Heavy Kick Auto Double Blade Dash Ender

Instinct Cancel at 21 hits

Shadow Blade Dash Shadow Plasmaport Heavy Kick Triple Double Shadow Blade Dash Heavy Kick Triple Double Shadow Blade Dash Heavy Kick Triple Double Shadow Blade Dash Heavy Kick Triple Double Heavy Blade Dash Linker Heavy Kick Triple Double Shadow Blade Dash Shadow Blade Dash Heavy Blade Dash Ender WALL SPLAT at 83 hits Shadow Blade Dash ULTRA at 88 hits

Video is restricted

Description: In this example, we start at the center of the stage and combo the opponent to the corner. We then wall splat, but Instinct cancel before it completes to save the splat, then Shadow Plasmaport to combo them to the opposite corner. Since Fulgore is constantly regenerating meter during Instinct, if you ever land a combo on an opponent, you can pretty much continually Shadow Move after a Heavy Triple Double. The single PIP generation plus the Instinct regeneration of PIPs during the length of the Shadow Move usually gives you enough PIPs for another Shadow Move. We use this with his Blade Dash (Carry Linker) to carry the opponent to the opposite corner of the screen. Once close enough to the other corner, we use the Blade Dash Ender to wall splat, which puts them in danger. From here our Shadow Blade Dash gives us the opportunity to go straight into Ultra for the full life bar. Of course, this combo is extremely unlikely in match play, but with a couple of Counter Breakers, this could potentially happen.

ULTRA COMBO: 152 Hits

Combo Example: Jump Heavy Kick Heavy Kick Triple Double Shadow Blade Dash Heavy Kick Triple Double Heavy Blade Dash Linker Heavy Punch Triple Double Heavy Blade Dash Linker Heavy Kick Triple Double Shadow Blade Dash Heavy Blade Dash Ender WALL SPLAT at 33 hits Shadow Blade Dash ULTRA 1 (58 hits)

Instinct Cancel at 49 hits

Heavy Kick Triple Double Shadow Blade Dash Heavy Punch Triple Double Shadow Blade Dash Heavy Kick Triple Double Shadow Blade Dash Heavy Punch Triple Double Shadow Blade Dash Heavy Kick Triple Double Shadow Blade Dash Heavy Punch Triple Double Shadow Plasmaport Shadow Blade Dash ULTRA 2 (118 hits) Shadow Energy Bolt Shadow Energy Bolt Heavy Blade Dash (whiff) Heavy Plasma Slice ULTRA CANCEL

Video is restricted

Description: In this Ultra combo, we take advantage of Fulgore's Instinct regenerating PIPs to squeeze in more Shadow Moves for more hits without increasing KV. This allows us to get many more hits than other characters before the second Ultra because Fulgore will be able to use more Shadow Moves. Note the Ultra cancel here is for style but does not connect since the Plasma Slice pops Jago out of the combo. Since we have two PIPs left over after the Shadow Energy Bolts, you can use this to special cancel and end the combo with some style.

FULGORE

C-C-C-COMBO BREAKERS!

Here are Fulgore's six Auto Doubles. Learn to tell them apart and break them accordingly!

Additionally, Fulgore's unique combo mechanic is his Triple Doubles. This is a third hit added onto his Auto Double, which looks like the first hit of his Auto Double except Fulgore has a little bit of invisibility during it.

Combo Breaker Inputs			
Auto-Doubles	Light	Medium	Heavy
Punches			
Kicks			

Combo Breaker Inputs			
Triple-Doubles	Light	Medium	Heavy
Punch			
Kick			

FULGORE

SPECIAL MOVES

Blade Dash

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Blade Dash	Mid	10	8	9	22	2	-2	Higher level travels farther distanc
	Light Blade Dash Lvl 1	Mid	10	10	9	22	2	-1	
	Light Blade Dash Lvl 2	Mid	12	29	9	22	3	1	
	Light Blade Dash Lvl 3	Mid	14	51	9	22	4	3	
2	Medium Blade Dash	Mid	12	10	24	22	3	-3	Higher level travels farther distanc
	Medium Blade Dash Lvl 1	Mid	12	12	23	22	3	-2	
	Medium Blade Dash Lvl 2	Mid	14	31	23	22	4	0	
	Medium Blade Dash Lvl 3	Mid	16	54	17	22	5	2	
3	Heavy Blade Dash	Mid	15	12	9	22	4	-4	Higher level travels farther distanc
	Heavy Blade Dash Lvl 1	Mid	15	14	37	22	4	-3	
	Heavy Blade Dash Lvl 2	Mid	17	33	37	22	5	-1	
	Heavy Blade Dash Lvl 3	Mid	19	56	37	22	6	1	
4	Shadow Blade Dash	Mid	10, 10, 10, 10, 25	3,3	44	19	5	1	Projectile and Throw Invulnerable

Command:

Opener:

Linker: / or Hold (/)

Ender:

Shadow Blade Dash: x2

Hit Level: Mid

Description: Fulgore dashes forward with his blades extended. If you hold the attack button, Fulgore will travel farther faster. Aside from the charged version, the Light version travels the least amount of distance while the Heavy version travels the farthest distance. When fully charged, the Heavy version can travel full screen. Generally, the longer you charge it, the more

positive it is on block, with the charged Light version being the best to set up frame traps on wake up. All versions can be special canceled into Plasma Slice, but only on whiff, at the cost of 1 PIP of meter.

Shadow Version

The Shadow version hits 5 times and is projectile and throw invulnerable until recovery. This is Fulgore's only option for projectile invulnerability.

Linker

As a Linker, Blade Dash is Fulgore's Carry Linker. Use this when you want to push your opponent closer to a corner during your combo.

Ender

Blade Dash as an Ender is a Carry Ender. Use this to wall splat then mixup the opponent in the corner, or use it to push the opponent farther away from you and go back to zoning.

Energy Bolt

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Energy Bolt	Mid	16	15	NA	26	3	-6	
2	Medium Energy Bolt	Mid	14,14	15	NA	23	2	-5	
3	Heavy Energy Bolt	Mid	12,12,12	15	NA	25	1	-4	
4	Shadow Energy Bolt	Mid	12,12,12,12,12	5,2	NA	37	89	-11	Hard Knockdown

Command:

Ender:

Shadow Energy Bolt: x2

Hit Level: Mid

Description: Energy Bolt is Fulgore's primary projectile. The Light version sends out 1 projectile, the Medium version sends out 2 projectiles, and the Heavy version sends out 3 projectiles. Any version can be special canceled into Plasmaport, Eye Laser, Blade Dash, or Plasma Slice at the cost of 1 PIP of meter.

Shadow Version

Shadow Energy Bolt is a multi-hitting variation that hits 5 times. This is very useful for juggles, as it keeps the opponent in place in the air. (See the Combo section for an example.) It is also worth noting that the Shadow version is the only Energy Bolt that causes a hard knockdown; all regular variations leave the opponent standing.

Ender

Energy Bolt is a Launcher Ender; however, it is more of a horizontal launch than a vertical launch. You can follow up with a juggle in the corner, but if you use it in the open, then it's best to follow it up with Heavy Charge Reactor to build meter.

Plasma Slice

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Plasma Slice	Mid	18	3	9	48	KD	-41	Invulnerable on Startup
2	Medium Plasma Slice	Mid	22	3	9	50	KD	-41	Invulnerable on Startup
3	Heavy Plasma Slice	Mid	26	3	9	57	KD	-43	Invulnerable on Startup
4	Shadow Plasma Slice	Mid	11,12,12,12,31	3,0	3	56	KD	-42	Invulnerable on Startup

Command

General:

Ender:

Shadow Plasma Slice: x2

Hit Level: Mid

Description: Plasma Slice is Fulgore's uppercut that has invincibility on startup. It starts up in 3 frames, which is the same as Jago's and functionally works the same as Jago's as well. This is useful for anti-air situations or to break through meaty attacks on wakeup. It cannot be canceled into any Special attack, but it can be canceled into Shadow attacks.

Shadow Version

The Shadow version of Plasma Slice is a multi-hitting variation of the original.

Ender

This is Fulgore's Damage Ender, so it is useful if you don't need to build meter. Generally, you will not want to use this unless you have at least one full stock of meter. Without meter, Fulgore can be frame trapped repeatedly, so keep this in mind when picking an Ender for your combo.

Eye Laser

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Light Eye Laser	Mid	12	13	4	13	4	1
2	Medium Eye Laser	Mid	12	14	5	13	3	-2
3	Heavy Eye Laser	Mid	12	15	7	13	KD	-3
4	Shadow Eye Laser (Ground)	Low	12,12,12,12,30	5,2	2	50	5	-3
5	Shadow Eye Laser (In Air)	Low	10,10,10,10,30	5,2	2	51	NA	NA

Command:

Opener:

Linker: / or Hold (/)

Ender:

Shadow Eye Laser: x2 (can be done in air)

Hit Level: Light (Low), Medium (Mid), Heavy (anti-air)

Description: Eye Laser is Fulgore's laser projectile. The different strengths of Eye Laser change the hit level of the attack. The Light Eye Laser hits low at the opponent's feet, the Medium Eye Laser is horizontal but does not go full screen, and the Heavy Eye Laser shoots upward at a 45-degree angle, making it useful as an anti-air. The Eye Laser can be special canceled into Energy Bolt, Plasma Slice, Plasmaport, and Blade Dash for the cost of 1 PIP of meter.

Shadow Version

The Shadow version is a multi-hitting variation, hits low like the Light Eye Laser, and can be used as a Linker, but not as an Opener. The Shadow variation can also be used in the air; however, it does not allow for any follow-up from the air. The ground version can combo into Shadow Blade Dash. (See the combo section for an example.)

Linker

The Eye Laser as a Linker is Fulgore's most damaging Linker next to his Shadow Linkers. Shadow Eye Laser can also be used as a Linker. The Light version of this Linker is very fast, making it useful to throw off your opponent's break timing.

Ender

Eye Laser Ender is a Launcher Ender, useful for juggling your opponent post-combo. End the juggle with Standing Heavy Kick to push the opponent across the screen to give you time to build meter with Heavy Charge Reactor.

Plasmaport

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Plasmaport	NA	NA	12	14	9	NA	NA	Teleport to left side of screen
2	Medium Plasmaport	NA	NA	12	14	9	NA	NA	Teleport to middle of screen
3	Heavy Plasmaport	NA	NA	12	14	9	NA	NA	Teleport to right side of screen
4	Shadow Plasmaport	Mid	8,8,8,8,8	10,10	2	28	4	-2	Teleport behind opponent and attack

Command

General:

Shadow Plasmaport: x2

Shadow Linker: x2

Hit Level: Mid

Description: This is Fulgore's teleport. Where you end up on the screen is dependent upon which kick button you use. Light Kick will always take you to the left side of the screen, Heavy kick will always take you to the right side of the screen, and Medium Kick will always take you to the center of the screen. It can take some practice to figure out where the Medium Kick version will take you, but generally it is aiming for the center of the screen. Generally, if you are close enough to your opponent and closer to the corner, you can cross up your opponent with a Medium Plasmaport. Unlike Spinal's teleport, which is invulnerable to everything but throws on the way down, Fulgore's is only invulnerable when fully invisible. This means you can hit him both going into and coming out of the teleport.

Shadow Version

The Shadow Plasmaport teleports Fulgore immediately behind the opponent and does an attack similar to Shadow Blade Dash from the opposite side. This can also be used as a Linker.

Linker

Only the Shadow Plasmaport is available as an Exchange Linker. It switches sides with the opponent, allowing you to control positioning to combo them back into or out of the corner.

Charge Reactor

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Light Charge Reactor	NA	NA	37	0	0	NA	NA	Builds one meter increment
2	Medium Charge Reactor	NA	NA	57	0	0	NA	NA	Build two meter increment
3	Heavy Charge Reactor	NA	NA	77	0	0	NA	NA	Builds three meter increments, can

Command:

Hit Level: NA

Description: Charge Reactor is Fulgore's primary method of building meter. The Light Charge Reactor builds 1 PIP of meter, the Medium Charge Reactor builds 2 PIPs of meter, and the Heavy Charge Reactor builds 3 PIPs of meter. You can also hold Heavy Kick to continuously keep building PIPs until your meter is full. When holding Heavy Kick, you will generate an additional PIP every 0.4 seconds. Fulgore is vulnerable during the Charge Reactor, with the Light version being least vulnerable and the Heavy version being most vulnerable. Mastering Charge Reactor usage is extremely important in using Fulgore effectively.

Devastation Beam

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block	Notes
1	Devastation Beam	Mid	29,29,29,29,29,29,29,29,29,29	5,2	35	25	59	-10	Requires Instinct and full met

Command: (requires Instinct active and full meter)

Hit Level: Mid

Description: Fulgore unleashes his entire reactor reserve in one massive beam that does 41% damage! Because Fulgore's Instinct is building meter continually, this is always a threat whenever Fulgore has Instinct. Use it whenever you see the opponent jump or hit a button. You can also cancel into it from normal attacks as you would any other special. Optimally, with full meter you will want to hit a normal, cancel into Instinct, then cancel into Devastation Beam. This way you are using it at the beginning of your Instinct, allowing you to regain full meter and the ability to use it again before your Instinct runs out! If you have full meter and full Instinct and get a Combo Breaker, you can actually pop Instinct, then go straight into Devastation Beam to juggle from the Combo Breaker!

FULGORE

COMBO FLOWCHART

Energy Bolt	Plasmaport Eye Laser Plasma Slice Blade Dash
Eye Laser	Energy Bolt Plasma Slice Plasmaport Blade Dash Eye Laser (whiff only)
Blade Dash	Plasma Slice (whiff only)
Shadow Energy Bolt	Plasma Slice Eye Laser Plasmaport Energy Bolt Blade Dash Shadow Blade Dash Shadow Plasmaport Shadow Plasma Slice Shadow Eye Laser
Shadow Eye Laser	Plasma Slice Eye Laser Plasmaport Energy Bolt Blade Dash Shadow Blade Dash Shadow Plasmaport Shadow Plasma Slice Shadow Energy Bolt

FULGORE
NORMAL ATTACKS

Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Standing	Mid	5	5	2	11	3	-1
2	Standing	Mid	10	7	2	19	2	-1
3	Standing	Mid	16	11	4	28	-2	-5
4	Standing	Mid	5	5	3	12	5	2
5	Standing	Mid	10	8	4	28	-1	-6
6	Standing	Mid	18	12	4	30	52	-14

Close Standing Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Close Standing	Mid	10	7	3	15	3	0
2	Close Standing	Mid	15	9	3	17	0	-4
3	Close Standing	Mid	10	7	3	21	0	-3

Crouching Normals

#	Attack Name	Hit Location	Damage	Startup	Active Frames	Recovery after Impact Frame	Frame Advantage on Hit	Frame Advantage on Block
1	Crouching	Mid	5	5	2	9	4	2
2	Crouching	Mid	10	7	2	20	1	-1
3	Crouching	Mid	15	9	5	23	-7	-10
4	Crouching	Low	5	5	2	11	4	1
5	Crouching	Low	10	7	4	19	2	0
6	Crouching	Low	15	9	3	23	46	-9

FULGORE
INTRODUCTION

UltraTech's ultimate killer robot returns! With a variety of projectile options and a teleport, Fulgore is built as a zoner. Additionally, Fulgore has great mobility thanks to the teleport and his walk/dash boosts when he has full meter. If that isn't enough, he also has the ability to cancel Special attacks into certain other Special attacks! Throw in good normal attacks, and it seems you have one of the easiest characters in the game—but that isn't the case. Unlike other characters, Fulgore does not build meter like everyone else, which will drastically affect the way he must be played! Efficient management of his Charge Reactor for meter is crucial to success.

INSTINCT MODE

With his Instinct Mode active, Fulgore will continually regenerate meter. Once the meter is full he will gain access to his Devastation Beam with d, df, f + all three punch attacks.

Quick Reference

Name	Move
COMMAND NORMALS	
GRAVITY STRIKE	
AXIS SLASH	
SPECIALS	
BLADE DASH	
EYE LASER	
ENERGY BOLT	
PLASMA SLICE	
PLASMAPORT	
CHARGE REACTOR	
SHADOW ATTACKS	
SHADOW BLADE DASH	x2
SHADOW EYE LASER	x2
SHADOW LASER BARRAGE	WHILE IN AIR, x2
SHADOW ENERGY BOLT	x2
SHADOW PLASMA SLICE	x2
SHADOW PLASMAPORT	x2
DEVASTATION BEAM	In Instinct Mode + Max Reactor—
OPENERS	
BLADE DASH	
EYE LASER	or
SHADOW BLADE DASH	x2
SHADOW PLASMAPORT	x2

Name	Move	Description
LINKERS		
BLADE DASH	/ or Hold (/)	Carry Linker
EYE LASER	/ or Hold (/)	
SHADOW BLADE DASH	x2	
SHADOW EYE LASER	x2	
SHADOW PLASMAPORT	x2	
ENDERS		
BLADE DASH		Carry Ender
EYE LASER		Launcher Ender
ENERGY BOLT		Launcher Ender
PLASMA SLICE		Damage Ender
SHADOW ENERGY BOLT	x2	Shadow Launcher Ender
SHADOW PLASMA SLICE	x2	Shadow Damage Ender
ULTRA COMBO:		